Privateer Press™

NO QUARTER MAGAZINE™

ISSUE Nº 20
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HORDES™

METAMORPHOSIS MADNESS

NEW HORDES SOLOS AND WARBEASTS

BAD TO THE BONE

BONEJACKS IN GUTS & GEARS

BETTER LIVING THROUGH ALCHEMY

THE COMBAT ALCHEMIST IN THE IK

AND EVEN MORE CONTENT FOR: WARMACHINE® IRON KINGDOMS™

SEPTEMBER 2008
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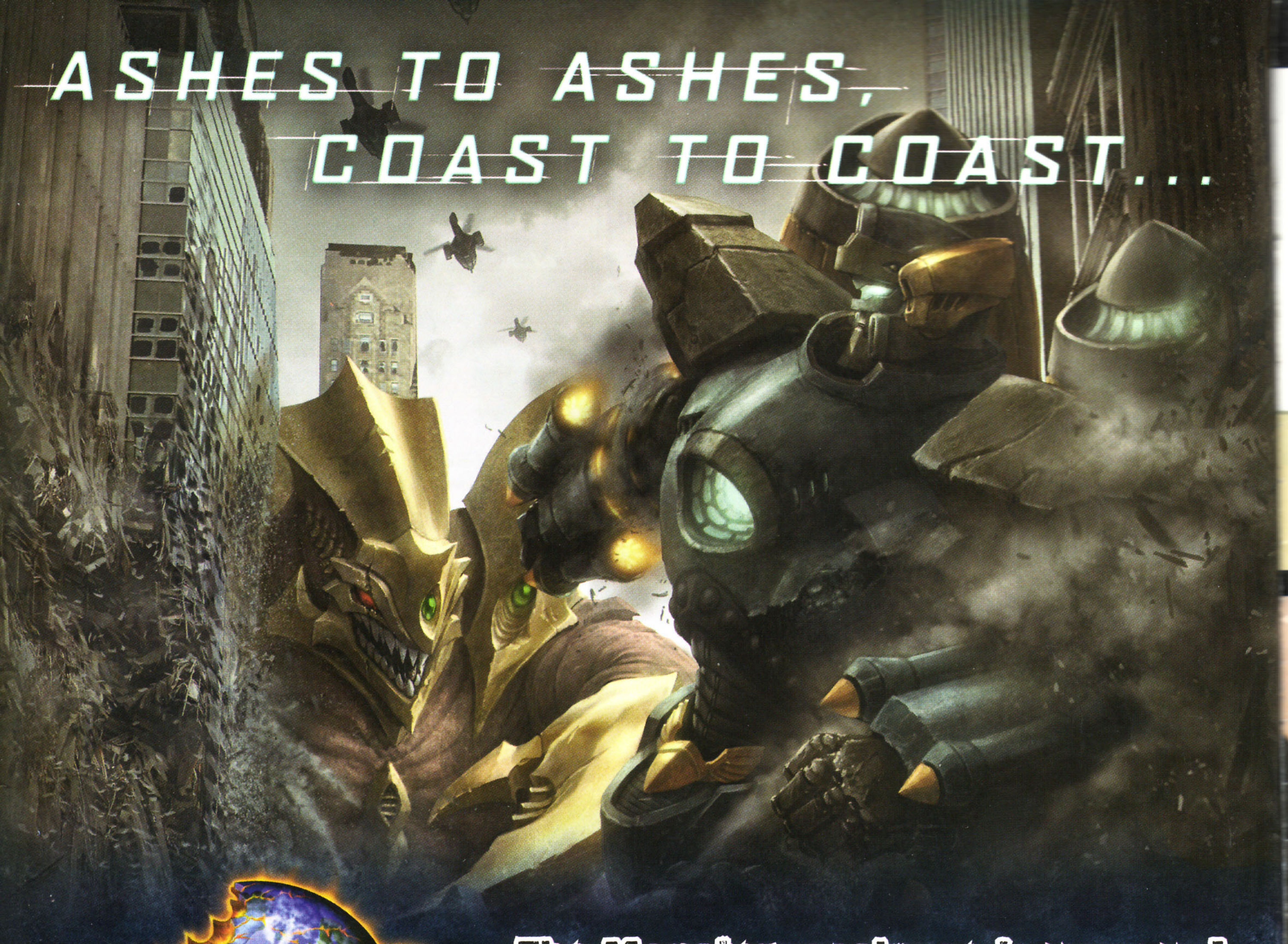

MONSTERPOCALYPSE™

COLLECTIBLE MINIATURES GAME

Arriving October 2008

The Monsterpocalypse is upon us!

March your monster and a horde of minions through an urban landscape and crush everything in your path. Do battle with other monsters for control of your turf—throw them across a city, slam them into buildings, and suplex them into radioactive rubble in this fast-moving, action-packed game portraying the most fearsome giant monsters ever imagined!

Monsterpocalypse is an action-packed strategy game of collectible miniatures for 2 players ages 10 and up, and features high-quality pre-painted plastic monsters, vehicles, and interactive city structures that impact and shape gameplay.

Starter Set (1 player) PIP 50001 $24.99

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MONSTER BOOSTER
UNIT BOOSTER
MONSTERPOCALYPSE

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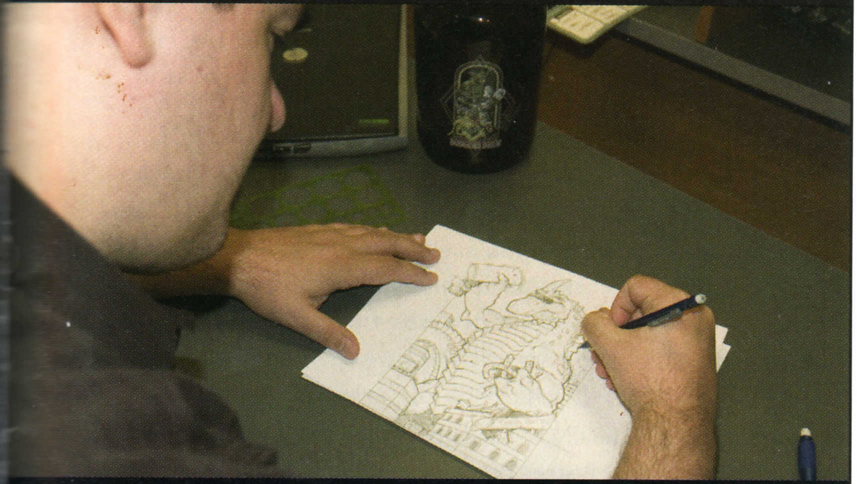
On the Cover

NIGHTMARE FROM *WARMACHINE: LEGENDS* BY ANDREA UDERZO.

ANDREA UDERZO IS A RISING STAR IN THE GAME INDUSTRY. HE LIVES IN ITALY, WHERE HE WORKS AS A FREELANCE ILLUSTRATOR, COLLABORATING WITH SEVERAL MAJOR GAME COMPANIES, INCLUDING PRIVATEER PRESS. ANDREA LOVES TO COLLECT BOOKS ON ILLUSTRATION AND LISTEN TO MOVIE SOUNDTRACKS. VIEW MORE OF HIS ARTWORK AT HTTP://ANDREAUDERZO.DEVIANTART.COM/GALLERY.

CREDITS



Draw Another Beer, Bartender

Staff Artist Chris Walton puts the final touches on the label for Apocalypse Ale, which premiered at the RAM® Restaurant and Brewery during this year's Gen Con Indy. Apocalypse Ale is the latest collaboration between Privateer Press and the RAM, adding to the family of beers including Cygnar Blonde and Khador Steam Ale. Mmm, beer.

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No Quarter Magazine

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FIRE IN THE HOLE

Things That Go Bump in the Night

Andrea Uderzo's fantastic illustration of Nightmare, the character warjack of the Cryx from *WARMACHINE: Legends* adorning the cover of this issue pretty much sums up the vibe that we wanted to attain during these, the waning months of the year. Here in the real world, the dark time of the year and everything that it used to mean have pretty much been overshadowed and undercut by the demands of the every day. Kids are returning to school (at least here in the U.S.), the fall season of television has picked up, and we brace ourselves for the onslaught of holidays that are rapidly approaching. Ghosts, goblins, and things that go bump in the night that once scared the average person have faded into myth, legend, or at least just fodder for a decent Halloween costume.

In the Iron Kingdoms, however, ghosts, goblins, and considerably worse things prowl the night, looking for easy prey. The Nightmare Kingdom of Cryx shows no sign of stopping and the hideous Legion of Everblight spreads taint and corruption wherever it goes. When the seasons turn and Laris hangs fat and sinister in the sky, you can rest assured that the good people of the Iron Kingdoms lock up the livestock and grab their trusty rifle to keep their families safe.

This issue features many articles that touch on the theme of horror, fear, decay, and entropy—not a lot of fun in the real world, but a heck of a good time when you're playing WARMACHINE, HORDES, or the Iron Kingdoms setting. We'll show you how to paint sickening flesh and rotted skin in Modeling and Painting and some winning tactics with your Legion of Everblight armies. For an added dash of terror, GMs of the Iron Kingdoms RPG setting can have their players face the frightening Machine Wraith and Shaft Wights found in the Pendrake Encounters (p. 54).

As befitting these dark and gloomy times, we decided to stick to the spirit of things and threw writer and Iron Kingdoms guru Douglas Seacat into a dank cell for a few weeks so he could create a timeline of recent events in the WARMACHINE universe. Let's face it, the past five years or so of WARMACHINE's existence has produced an epic and sweeping series of events and it could be hard to keep track. If you're a new player or simply missed out on a supplement or issue of *No Quarter*, it's quite possible that you may have gaps in your knowledge of recent events in the IK. Rest assured, Doug is fine, altough the necrotite-fueled lamps he was using for light in his cell *may* have had a slight impact on his health and sanity.

And finally, a word about the release of 4th Edition. The Privateer Press forums have been lit up with speculation about the new version of *D&D* and what it means for the *Iron Kingdoms Roleplaying Game*. We promised that we would provide rules and setting material for use in your IK game throughout 2008 and we're happy to say that we'll continue to do so in the following year. After lengthy debate and a thorough look at the new license, it has been decided that Privateer Press will continue to publish rules and IK setting material under the existing license. *No Quarter* will continue to be your source for new rules, history, and setting material for your Iron Kingdoms game. While we will continue to publish RPG material in NQ, we are exploring a variety of options with where we can continue to provide an excellent roleplaying experience for fans of the Iron Kingdoms.

As always,

Play Like You've Got a Pair!

Eric Cagle

—Managing Editor

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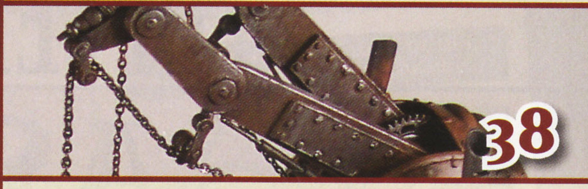
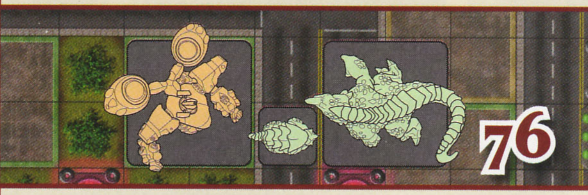




BOSUN'S CALL

LETTERS

ASK PROFESSOR PENDRAKE!

Have you ever had a question about the exotic flora and fauna of the Iron Kingdoms? Now you can ask the expert himself, Professor Viktor Pendrake. Look for more "Ask Professor Pendrake" Q&As in upcoming issues of No Quarter magazine.

Q: Is there any evidence of dragonspawn talking? What kind, and what languages? Do dragonspawn have genders or do they think of themselves as having a gender?

A: I've certainly never heard of any cases of anyone actually communicating with a dragonspawn in any fashion whatsoever. Their method of "discourse" takes the form of biting, clawing, or breathing acidic fire. Similarly, it's impossible to know what dragonspawn may think, or if they think at all. In my observations, I've found it easier to anticipate the thoughts of animals such as a rampaging bear, which at least has a discernable motivation. None of the body language cues or mannerisms you rely on when dealing with natural animals apply to dragonspawn. Indeed, I have my doubts that they are even alive in the usual sense. I highly recommend against trying to find or study these creatures, and by no means should anyone try to interact with them. Death is the only likely result. That said, if anyone has personal observations of their behavior, please send them to my attention at Corvis University.

Have a question for the Professor? Post in the No Quarter section at: www. privateerpressforums.com

Terry Masson's Deathjack confronts a truly frightening foe—a gigantic koala located in (where else?) Australia.

GIANT KOALA

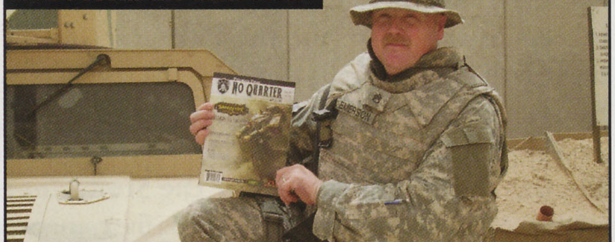
'JACK ABOUT TOWN

Got a cool landmark in your town? Send us pictures of your 'jacks or beasts out on walkabout to

jackabouttown@privateerpress.com

If we like 'em, we'll print 'em.

News From the REAL Front



I just wanted to let you guys know how much I enjoy your game, especially the way you market supplements as something for everybody, and not four years without anything new for your favorite army. I have had the fortune of a mild deployment and was able to teach a few buddies to play, even though the new guys regularly stomp my butt with my own models.

—Eric "Mad Cow" Emerson

To Eric and all the other soldiers serving abroad, we here at Privateer Press salute you. Here's hoping that the only fighting you have to do is on the tabletop.

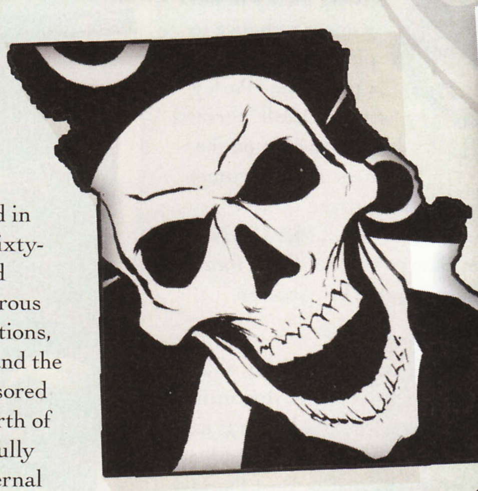
NEWS FROM THE FRONT

News From the Front brings you recaps and advance information about WARMACHINE and HORDES related events from around the world. Is there a cool event taking place in your area? Tell us about it at: *submissions@privateerpress.com*

WARMACHINE WEEKEND - DIECON 8

DIE CON 8

DIE • CON 8



Regular NQ contributor David 'DC' Carl picked up the Executioner award.

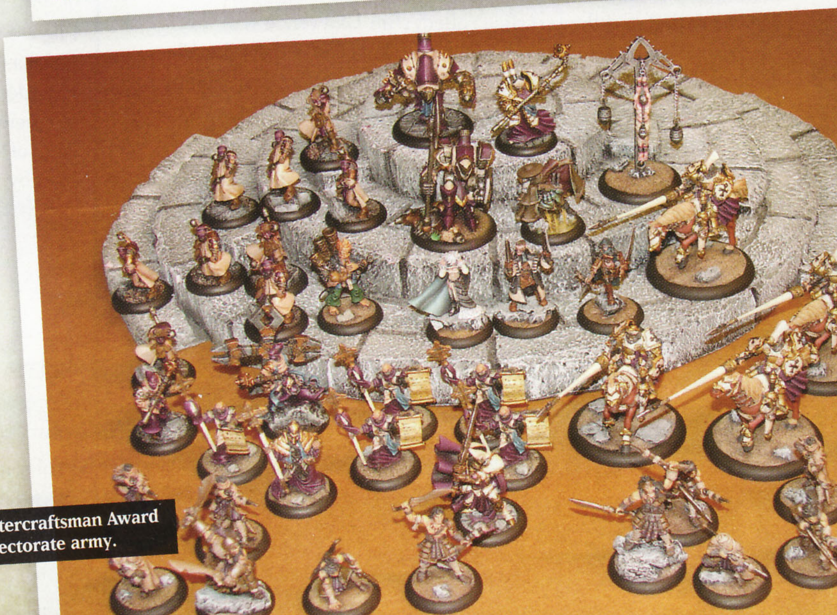
The first annual Privateer Weekend was held in the beginning of June 2008 at Diecon 8. Sixty-two players from across the Midwest descended onto St. Louis, Missouri to participate in numerous Privateer events including Steamroller competitions, Eternal War, Capt. Saulty's Trivia Challenge, and the first ever independently run and officially sponsored Hardcore event. Over one thousand dollars worth of prizes were given away, including a 750-point fully painted Privateer army to the winner of the Eternal War event, Rob Stiener.

HARDCORE WINNERS

Vanquisher and Mage Hunter Awards: Tim Simpson (Khador)
Executioner Award: David 'DC' Carl (Cygnar)
Mastercraftsmen Award: Dave Dankel (Protectorate of Menoth)

The first independently run Hardcore event, staged by Press Gangers Chris Suhre and Jason Steinbruegge, was a huge success. Thirty-five players from across the Midwest competed in this grueling competition. The fastest 'caster kill occurred in the championship match as Tim Simpson completed a top of Turn One 'caster kill with Epic Vladamir in one minute and thirty-one seconds! This kill not only secured Tim the Mage Hunter Award but the Vanquisher Award as well. No Quarter veteran David 'DC' Carl won the Executioner award, and Dave Dankel won the Mastercraftsman award for his beautifully painted Protectorate of Menoth force.

Special thanks goes out to everyone who participated and assisted in making the first Privateer Weekend a resounding success. In particular, thanks goes out to Privateer Weekend committee members James Moreland, Ray Bailey, Kim Miller, Josh Saulter, Chris Suhre, Chris Pratt, and stores Gamer Ground and Game On for making this event a success. Mark your calendars for June 2009 when Privateer Weekend returns!



Dave Dankel's Mastercraftsman Award winning Protectorate army.

UK PRIVATEER PRESS MASTERS' TOURNAMENT

The UK saw its first Privateer Press Masters Tournament this year, at UK Games Expo in Birmingham, England. Starting on May 31st, the two-day show was packed to the walls with war gamers of all ages, eager to try out the games on offer. For more details of the show, go to: www.ukgamesexpo.co.uk.

Demo games ran throughout the show, giving plenty of new gamers a chance to play like they had a pair! The "Parley to the Death" themed board (as seen on the Privateer Press forums), once again proved quite a challenge to veteran WARMACHINE players. Pirate Queen Skarre and her Cryx forces turned out to be more than a match for Captain Phinneus Shae and his Privateers.

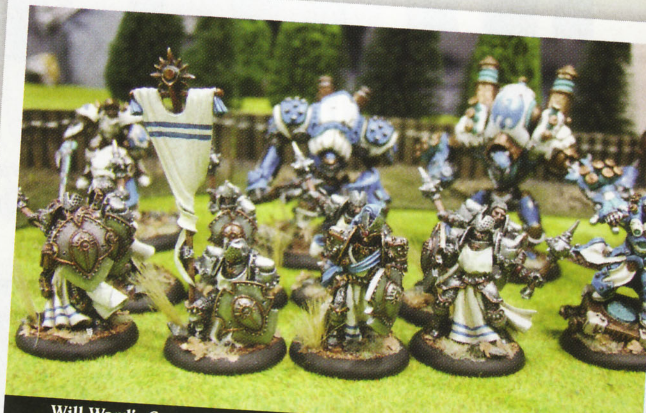
Sunday also saw the first Blood & Iron Tournament, a 750-point Mangled Metal/Claw & Fang tournament that utilized two warcasters or warlocks per army. The final rounds saw Graeme Silcock take first place, Will Ward take second, and Kevin Johnson finish a respectable third. The Best Painted Army award went to Chris Wood for his Khadoran force, with Marc Harding being voted Most Sporting Opponent.

The focus for the weekend was truly on the UK Masters event, however. The largest tournament of the weekend, over 30 players battled it out to find the best in the UK. After many fun and exciting battles, the final was to be a showdown between Jim Lawrence, last year's WARMACHINE Nationals Champion, and John Snape, last years HORDES Nationals Champion!

The game was hard fought, and by the end both players were within sight of victory. However, when time was called and the last dice rolled, Jim Lawrence with his Circle Orboros army came out on top. He received the 1st Place trophy and title of UK Privateer Press Masters Champion. John Snape came in a very close 2nd Place. You can read both finalists battle reports on the Privateer Press forums.

Other awards handed out on the day included the Best Painted Army award, which went to Will Ward with his outstanding Cygnaran Army, and the Sportsman Award, voted for by the players, which went to David Leadbeater.

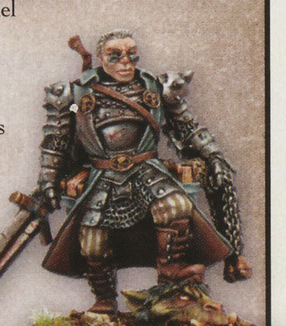
Very special thanks goes out to all of our Press Gang volunteers for lending their support on the day, judging the tournaments, organising the players, and helping our staff at the stand. Additional thanks go to Conrad Gonsalves for providing photographs of the event.



Will Ward's Cygnar Force, winner of the Best Painted Army award.

Jim Lawrence, UK Privateer Press Masters' Champion.

VIKTOR PENDRAKE STAT CARD OFFER



The Professor Viktor Pendrake model (PIP 75014) due in stores this September will be a reissue of the model previously available for the *Iron Kingdoms Role Playing Game*. This blister pack will include Pendrake's all-new stat card.

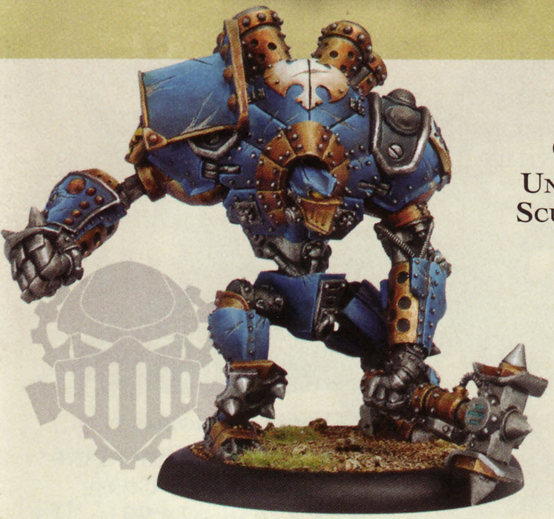
Players who have already purchased the Iron Kingdoms model will be able to receive a complimentary copy of the HORDES stat card by sending a self-addressed stamped envelope to:

Privateer Press
Attn: Pendrake
13434 NE 16th St. Suite #120
Bellevue, WA 98005

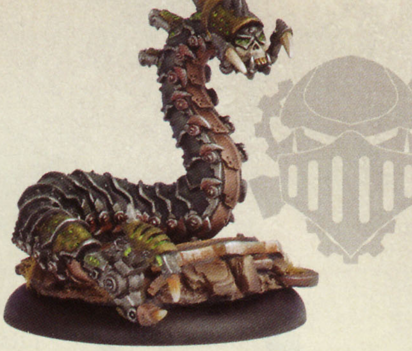
NOTE: Requests that do not include the self-addressed stamped envelope will be discarded and no card will be returned to the sender.

Professor Viktor Pendrake is featured in *HORDES: Metamorphosis*, the next expansion to HORDES.

NEW RELEASES



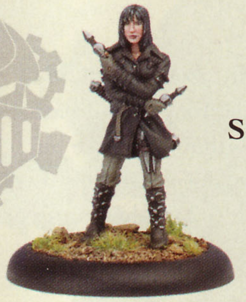
Cygnar Ol' Rowdy
Unique Heavy Warjack
Sculptor: Jeff Wilhelm
PIP 31053 $49.99



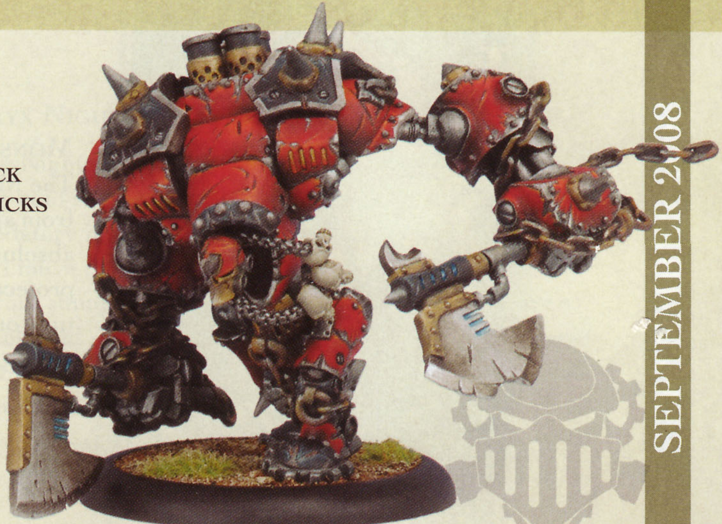
Cryx Cankerworm Unique Bonejack
Sculptor: Steve Saunders
PIP 34057 $19.99

SEPTEMBER 2008

Khador Drago
Unique Heavy Warjack
Sculptor: Jason Hendricks
PIP 33056 $59.99



Mercenary Anastasia di Bray
Character Solo
Sculptor: Jeff Grace
PIP 41061 $9.99



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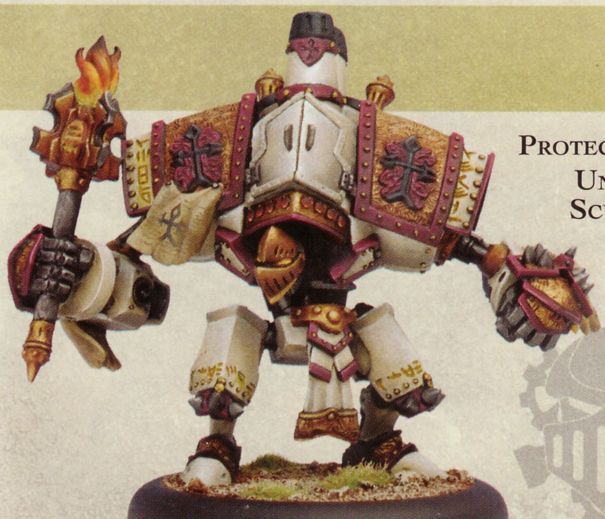
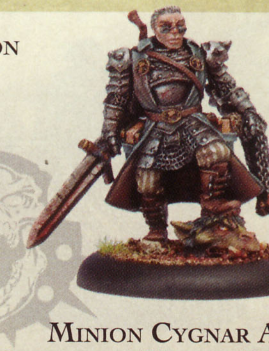


Protectorate Fire of Salvation
Unique Heavy Warjack
Sculptor: Ben Saunders
PIP 32052 $51.99

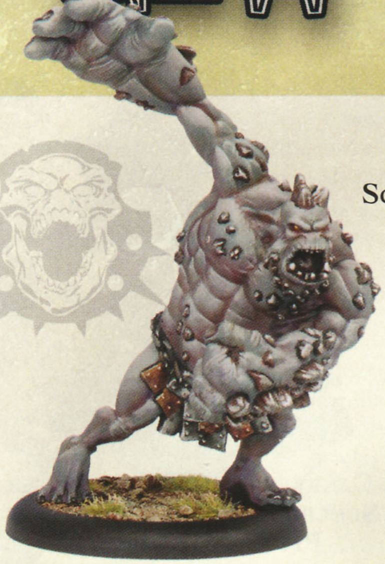


Minion Cygnar Ally
Professor Viktor Pendrake
Sculptor: Jose Roig
PIP 75014 $9.99

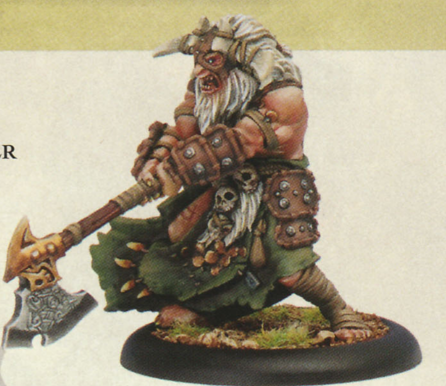
SEPTEMBER 2008

NEW RELEASES

SEPTEMBER 2008



TROLLBLOOD SLAG TROLL
LIGHT WARBEAST
SCULPTOR: GREGORY CLAVILIER
PIP 71037 $19.99



CIRCLE ORBOROS
THARN RAVAGER WHITE MANE
SCULPTOR: BENOIT COSSE
PIP 72038 $14.99

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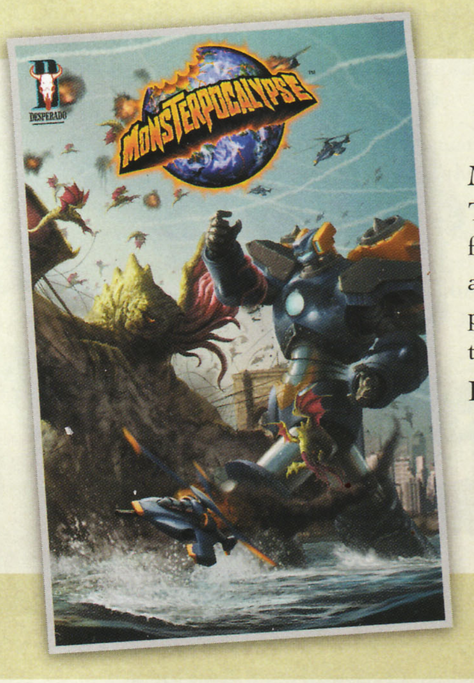
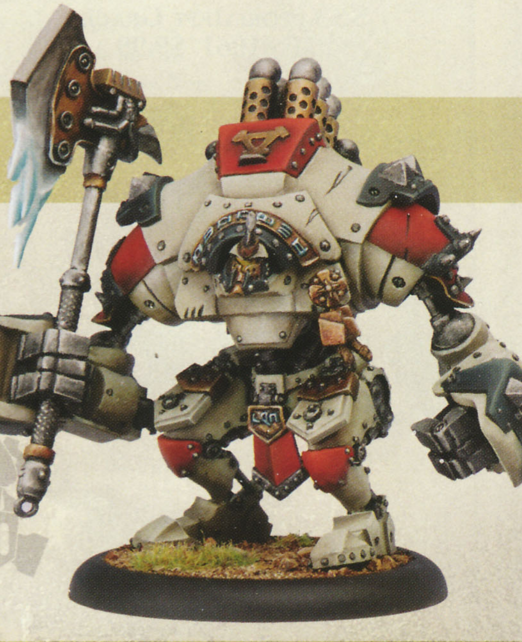
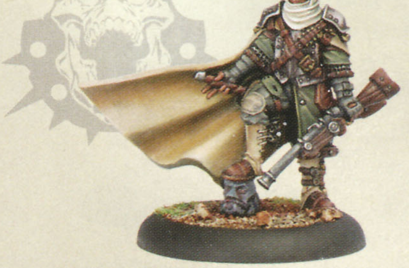


MONSTERPOCALYPSE: THE COMIC BOOK VOL. #1
The Monsterpocalypse is upon us! Monstrous creatures from space terrorize major cities with no purpose but absolute destruction. Now man has designed their own giant protectors, but will they be enough to save humanity or is our time on Earth up?
PIP 50020 $3.99

OCTOBER 2008

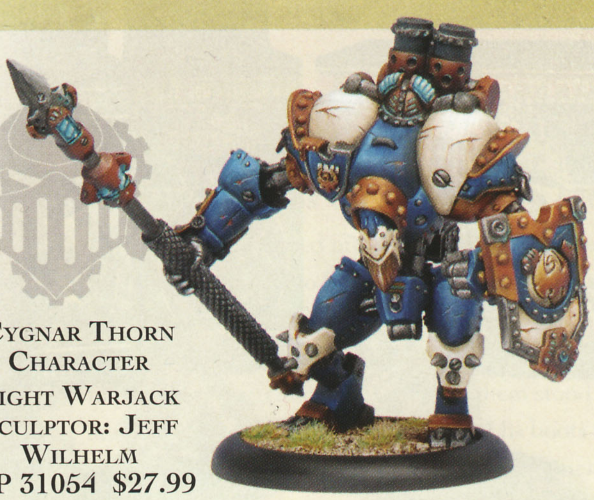
KHADOR BEAST - 09
CHARACTER HEAVY WARJACK
SCULPTOR: JASON HENDRICKS
PIP 33055 $54.99



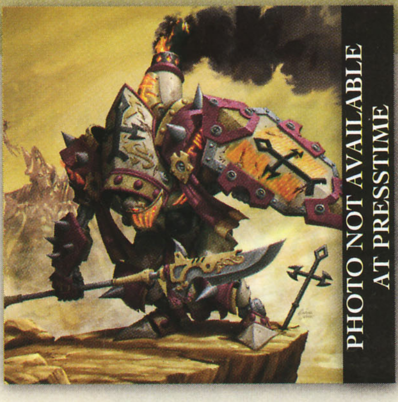


MINION SAXON ORRICK
SCULPTOR: NICOLAS NGUYEN
PIP 75015 $9.99

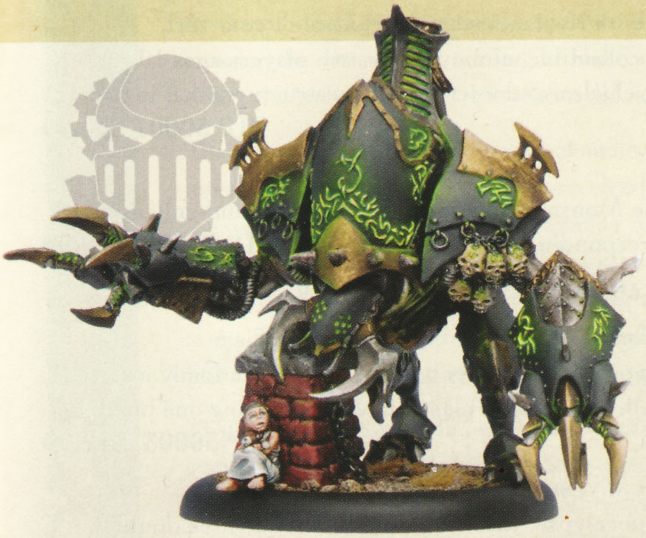
NEW RELEASES



**CYGNAR THORN
CHARACTER
LIGHT WARJACK
SCULPTOR: JEFF
WILHELM
PIP 31054 $27.99**



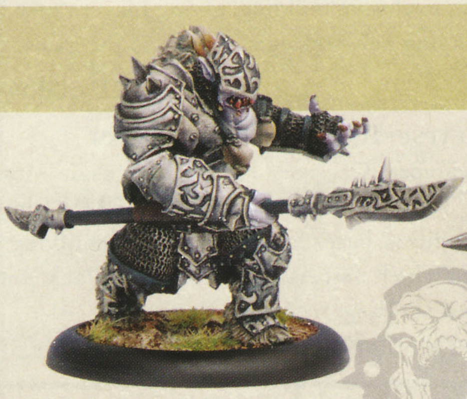
**PROTECTORATE BLESSING OF VENGEANCE
CHARACTER LIGHT WARJACK
SCULPTOR: BEN SAUNDERS
PIP 32053 $TBD**



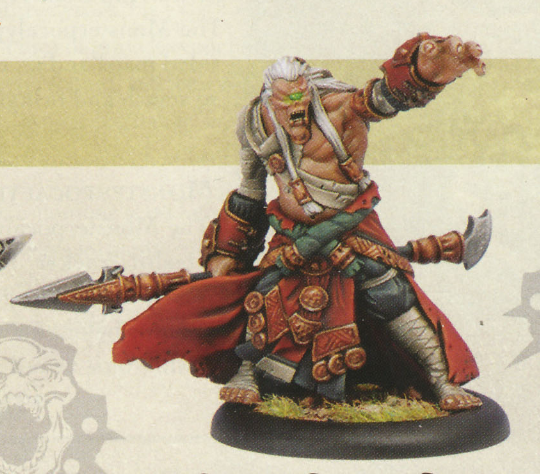
CRYX NIGHTMARE CHARACTER HELLJACK

The Nightmare is darkness and mortality incarnate. The cold shell of this helljack gives form to a bestial predatory instinct. It can become a ghostly specter and move through the rock and steel of any barrier before shimmering into terrifying reality. Nightmare's blackened metal chassis melds into the greater darkness until it reaches out with lengthy claws to rend its victims limb from limb.

SCULPTOR: JOSE ROIG • PIP 34056 $TBD



**LEGION OF EVERBLIGHT
WARMONGER WAR CHIEF
SCULPTOR: STEVE SAUNDERS
PIP 73038 $16.99**



**SKORNE CYCLOPS SHAMAN
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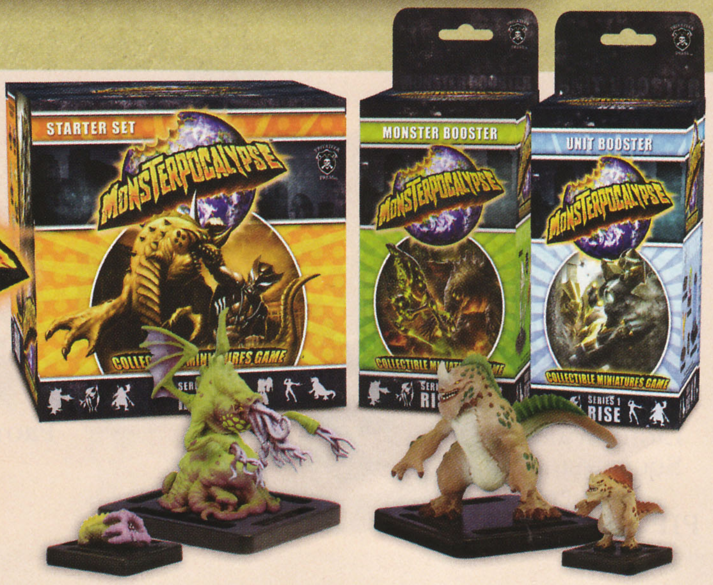
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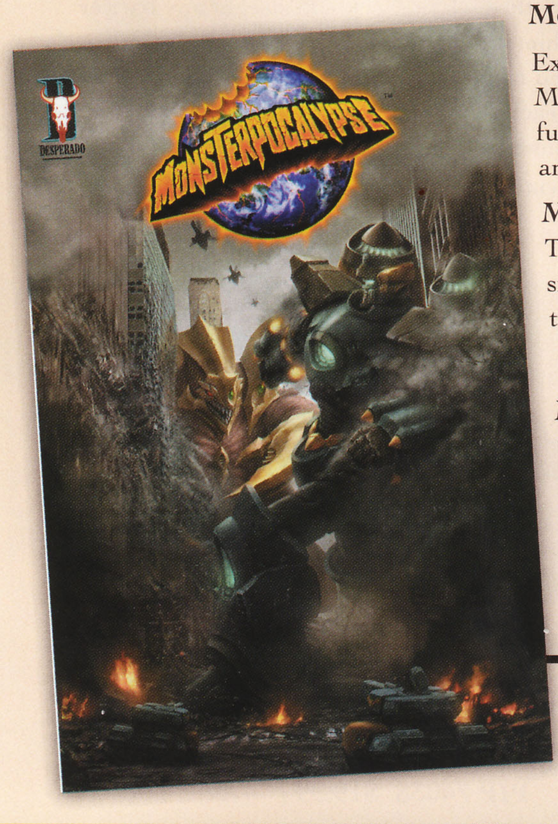
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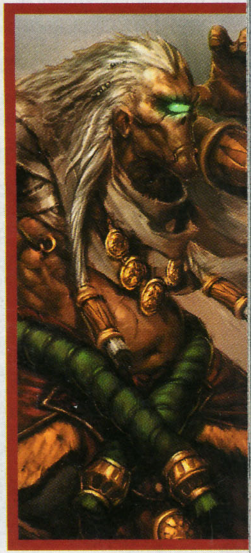
GOIN' SOLO

HORDES: Metamorphosis Solos and Warbeasts

By the **Privateer Press Staff** · *Narrative by* **Douglas Seacat**
Art by **Carlos Cabrera, Emrah Emasli,** *and* **Karl Richardson**



Saxon Orrik stared impatiently at the two Cetrati barring his way. The heavily armored skorne refused to budge until an emaciated runner arrived from the hall behind them, prostrated himself, and raised a slender rod wrapped in red cloth. Seeing this signal of assent, the Cataphracts lifted their spears and stepped to the sides of the archway. They returned to postures of attention. Just behind them stood a pair of ancestral guardians whose silent attention Saxon felt as he strode past. His boots made no noise on the precisely laid stones of the Abyssal Fortress as he followed the slave runner.

Skorne soldiers occupied niches along the vaulted hall at periodic intervals but fewer of them than Saxon remembered. Grizzled veterans all, they glared at him with a brooding hostility to which he had grown accustomed. Even the skorne who benefited from his guidance while crossing the desert could not forgive him for being human. The exemption they afforded their Supreme Archdominar as the Reborn did not apply to Saxon.

The runner led him not to the central audience chamber but to the upper walkway of the interior courtyard wall instead. Saxon clearly heard the howling of the Stormlands through the walls, rising and falling with a familiar cadence. The fury of the Stormlands prevented the courtyard from standing open to the sky, and its great domed ceiling made this largest chamber in the fortress a triumph of skorne architecture. Its sheltered parade grounds could house an army. They had hosted the gathered might of the Army of the Western Reaches when that force had assembled to hear their Conqueror command them to war over a year earlier.

That particular looming figure stood now at the upper railing, wearing full plated armor. His stature and bearing made him imposing regardless of attire, but when fully outfitted for war he looked akin to a god. Even after fifty-three years, his long hair, moustache, and neatly trimmed beard remained raven-black without a hint of gray. Saxon, himself seven years older, felt certain the years had marked him more severely, though still lean and fit after a decade of testing his limits against the merciless desert. The ranger had taken to shaving his head beneath his cloth turban and constant exposure to the sun and wind had bronzed and weathered his features.

Vinter turned to face his visitor with a familiar scowl and the unsettling stare of his one eye and the jeweled eye patch covering the socket of its long lost twin. His enormous great sword Kingslayer, a blade he never sheathed, leaned point-down against the rail near to hand. The two of them stood alone, with no bodyguards in evidence. The runner hastily vanished into the slender side passages designed to allow the slaves to pass unseen by their betters.

Saxon Orrik bowed deeply and lowered his eyes to the stone. "Your Majesty." He preferred to honor Vinter as his king rather than using skorne modes of address.

"Rise." Saxon did as bid and stood loosely at attention with his eyes down. He could feel his lord's stare upon him, weighing him. After a long pause Vinter spoke again, his voice uncharacteristically detached. "You at least still serve me. Or am I mistaken?"

"You are not mistaken, my lord." He felt compelled to ask after a silence, "Is aught amiss?"

"Is aught amiss?" Vinter repeated this phrase as if it amused him, and a small smile touched his lips. In the next moment his face became stern. "I am thirsty." He nodded toward a flask that hung off of Saxon's belt.

"Of course, my lord." Saxon immediately stepped forward and bowed as he raised the flask of water. Vinter took a single great swallow, as if he had not drunk in days.

This unusual business with the water called to Saxon's mind an old memory. He remembered handing a flask of water to his liege years earlier as they both stood amid the dunes and planned the first expedition that had failed to capture Corvis. It gave Saxon a sense of foreboding. He had learned to come before his lord with his mind blank and to answer all requests without hesitation. Vinter was prone to testing those who served him, and he did nothing without purpose.

Vinter did not close the flask but turned it upside down. The clear liquid poured onto the stones at his feet. "Loyalty is a finite resource in any man. It eventually drains away and leaves them hollow. All betray, in time." He tossed the empty vessel back to Saxon.

Saxon Orrik did not believe for a moment that his lord spoke of his own loyalty. "You have had no word from Archdomina Makeda?"

"I have had words. A variety of meaningless reports. Their tone is conspicuously neutral and tells me nothing. More importantly, Morghoul has been silent. I set him to a task, and I have no choice but to conclude he has failed. Other sources confirm him alive and in Makeda's company. A conspiracy must be assumed." Vinter spoke with utter calm and showed not the least temper or concern, which chilled Saxon more than if the former Cygnaran king had shouted in rage.

Saxon waited, but when Vinter said no more, the ranger offered, "I had been meaning to enquire regarding certain unusual officer traffic I have observed in recent weeks. Veterans of the Western Army have returned here to stand idle while less seasoned soldiers replace them. I had thought at first that this was your will."

"No. This is Makeda's hand. I must admit she has surprised me. I did not expect her or Morghoul to turn so soon. It proves what I have long believed about their species. They are more similar to mankind than even they believe." Vinter's smile could have chilled ice. "I anticipated this. It is vital not to become too reliant on any single weapon."

It awed Saxon to hear Vinter speak in this way of the possible unraveling of more than a decade of difficult and bloody work. "What would you have of me, my lord? I could lead a force to apprehend Master Tormentor Morghoul and bring him to you for questioning."

"No. It is too late for that. I respect your skill, but you could not apprehend Morghoul. I have a different use in mind for you. It is imperative that you retain and expand the niche you have carved for yourself, even if you must appear to forsake me. Continue to guide the skorne and offer your services to all who will have you."

Saxon Orrik nodded, but his lined face betrayed concern. "As you command, my lord. If I may ask,what of you? Will you seal the fortress?"

"The fortress is lost." Vinter said these words with no weight, as if commenting on the flavor of his last meal. "I must expect Makeda has compromised my command hierarchy. Do not mistake me; they will not seize this place without cost. There are many here eager to die for my cause, and I will provide them that opportunity. Halaak is theoretically mine, but I expect the house lords there will find excuses to betray me soon enough. Ensuring their obedience would require a personal demonstration, and I will not waste the time. My path is to the west, not the east."

"If the fortress falls, what is your plan, my lord?"

"I will fight, and my enemies will die." Vinter shrugged, and his hand touched the pommel of his sword. "Makeda may take this fortress, but she will learn to regret her choices. Contingencies are underway. It is best you do not know the details. For now, endear yourself to Makeda. Find Asheth Magnus, if he lives, and become invaluable to him. Learn what you can. I will contact you."

Saxon Orrik bowed deeply. "It shall be done." As he backed away, Saxon felt the stirrings of a deeper excitement. He knew his old pupil Viktor Pendrake had escaped to return to Cygnar, evading death by an inexplicable quirk of fate. Saxon saw an opportunity—a chance to deliver by his own blade a vengeance long overdue. If the opportunity arose, he intended to seize it.

SLAG TROLL

TROLLBLOOD LIGHT WARBEAST

In some perversity of spirit they persist in consuming that which pains them. They are stubborn and thick skulled even by troll standards.

—Professor Viktor Pendrake

Slag trolls are living proof that the adaptable troll species can and will eat anything. With a taste for metal, the slag troll has metabolized powerful acids that can rapidly dissolve iron or even tempered steel. Such dim-witted trolls are notoriously ornery, constantly tormented by the metal shards perpetually growing through their flesh. Their habit of spitting corrosive acid at their enemies has not endeared them to opponents of the Trollbloods.

USING THE SLAG TROLL

The slag troll serves as a versatile light warbeast with a respectable ranged attack that grows stronger against non-living enemies. This may seem a narrow category at first glance, but in truth many significant non-living models exist across multiple factions, including warjacks, undead, Feralgeist-controlled dead warbeasts, elemental constructs, Immortals, and Ancestral Guardians. Against such targets the slag troll's already respectable ranged attack becomes truly formidable.

Its ROF lets you force the slag troll to spew acid twice, and each successful hit causes corrosion. Like the other elemental trolls, the slag troll can inflict extra pain on those who attack him in the form of corrosion from the Vitriol ability, and its Acidic Touch animus only enhances its retaliation.

The Slag Troll can apply Acidic Touch to even tougher front-line targets for maximum results. Dire Troll Maulers, Earthborn, Axers, or Bouncers are all tough enough that Acidic Touch likely imposes a painful toll for taking them down. Single-wound non-living models such as most Cryxian troopers or Skorne Immortals die immediately after hitting a model benefiting from Acidic Touch.

Slag Troll

Cast-Iron Stomach - When the Slag Troll destroys an elemental construct or warjack with a melee attack, the Slag Troll gains boosted melee damage rolls for one round and may remove d6 damage points from anywhere on its life spiral.

Regeneration [d3] - The Slag Troll may be forced to remove d3 damage points from anywhere on its life spiral once per activation. The Slag Troll cannot regenerate during an activation it runs.

Vitriol - The Slag Troll may be forced to gain Vitriol for one round. While the Slag Troll is affected by Vitriol, non-Slag Troll models that hit the Slag Troll with a melee attack suffer Corrosion unless the Slag Troll is destroyed or removed from play by the attack.

Spew Acid

Corrosion - A model hit by Spew Acid suffers Corrosion. Corrosion is a continuous effect that slowly erodes its target. Corrosion does one damage point each turn to the affected model during its controller's Maintenance Phase until it expires on a d6 roll of 1 or 2.

Erosion - The Slag Troll rolls an additional damage die on Spew Acid attacks against non-living models.

SLAG TROLL CMD 5

SPD	STR	MAT	RAT	DEF	ARM
5	10	5	4	12	17

HD SPEW ACID

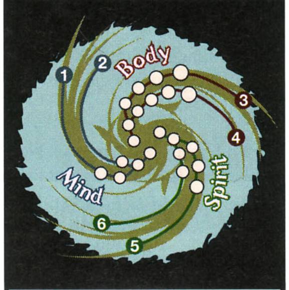
RNG	ROF	AOE	POW
8	2	—	12

LFT CLAW

SPECIAL	POW	P+S
—	3	13

RT CLAW

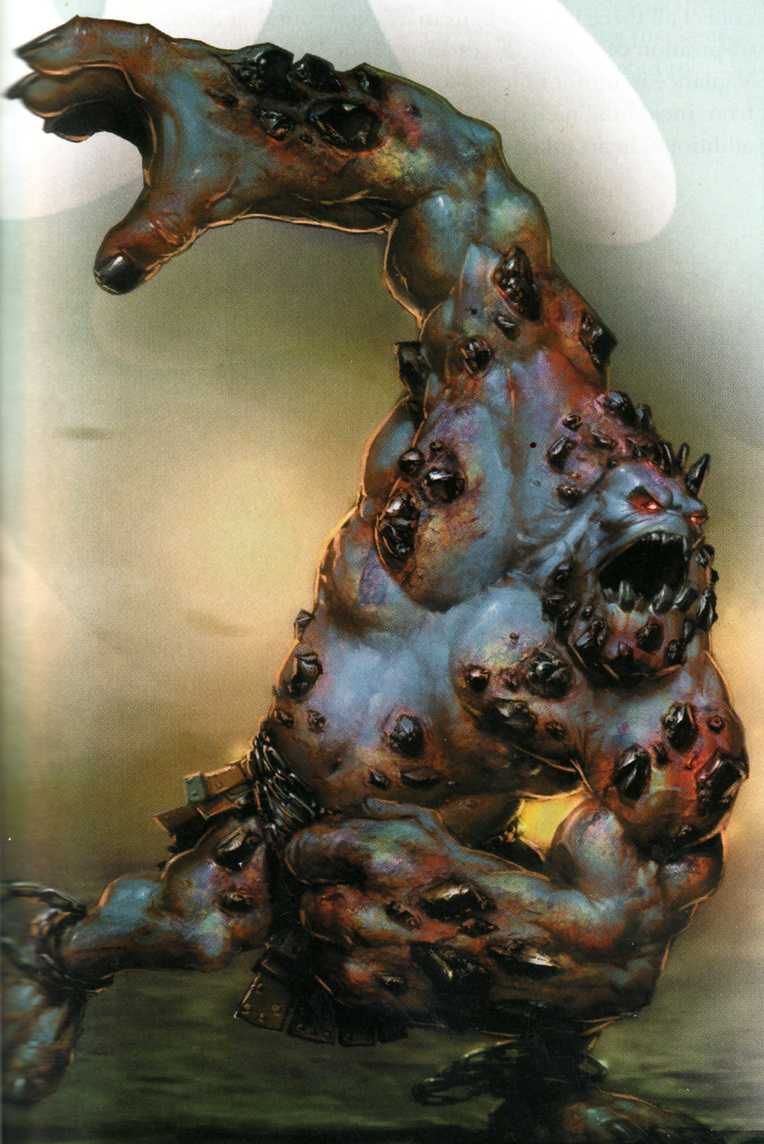
SPECIAL	POW	P+S
—	3	13



FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
VICTORY POINTS	2
POINT COST	70
BASE SIZE	MEDIUM

ANIMUS	COST	RNG	AOE	POW	UP	OFF
Acidic Touch	2	6	-	-		

When a non-living model hits target friendly Trollblood model with a melee attack, after the attack has been resolved the attacking model suffers d6 damage points. Acidic Touch lasts for one round.



Tharn Ravager White Mane

CIRCLE ORBOROS THARN RAVAGER SOLO

You are proud of your scars and the few hearts you have tasted. Ha! Come speak to me of glory only when you can no longer count your axe-brides.

—White Mane Morikai of Kival *tuath*

WHITE MANE					CMD 8
SPD	STR	MAT	RAT	DEF	ARM
6	8	8	3	13	16

THARN AXE		
SPECIAL	POW	P+S
Multi	5	13

WHITE MANE'S DAMAGE	8
FIELD ALLOWANCE	2
VICTORY POINTS	1
POINT COST	33
BASE SIZE	Medium

White Mane

Blood Assault - Once per activation before performing an action, the White Mane may spend one heart token to move up to 5". During this movement, the White Mane may move through other models if it has enough movement to move completely past their bases, cannot be targeted by free strikes, and ignores rough terrain, obstacles, and other movement penalties and effects. Any effects that prevent charging also prevent the White Mane from using Blood Assault.

Camouflage - The White Mane gains an additional +2 DEF when benefiting from concealment or cover.

Fearless - The White Mane never flees.

Grim Example - When the White Mane destroys a living enemy model with a charge attack, friendly Tharn Ravager models with LOS to him may charge or run without receiving an order and gain an additional die on their first melee attack damage rolls this turn.

Heart Taker - The White Mane gains a heart token when he destroys a living model with a melee attack. The White Mane can only have up to three heart tokens at any time. The White Mane may spend heart tokens during his combat action to boost attack or damage rolls or to make additional melee attacks.

Killing Rage - The White Mane charges living models at SPD +5.

Pathfinder - During his activation, the White Mane ignores movement penalties from, and may charge across, rough terrain and obstacles.

Tree Walker - The White Mane's LOS is never blocked by forests. While within a forest, the White Mane gains +2 DEF against melee attacks and may move through obstructions and other models if he has enough movement to move completely past the obstruction or the model's base.

Tharn Axe

Powerful Charge - When making a charge attack, the White Mane gains +2 to his attack roll.

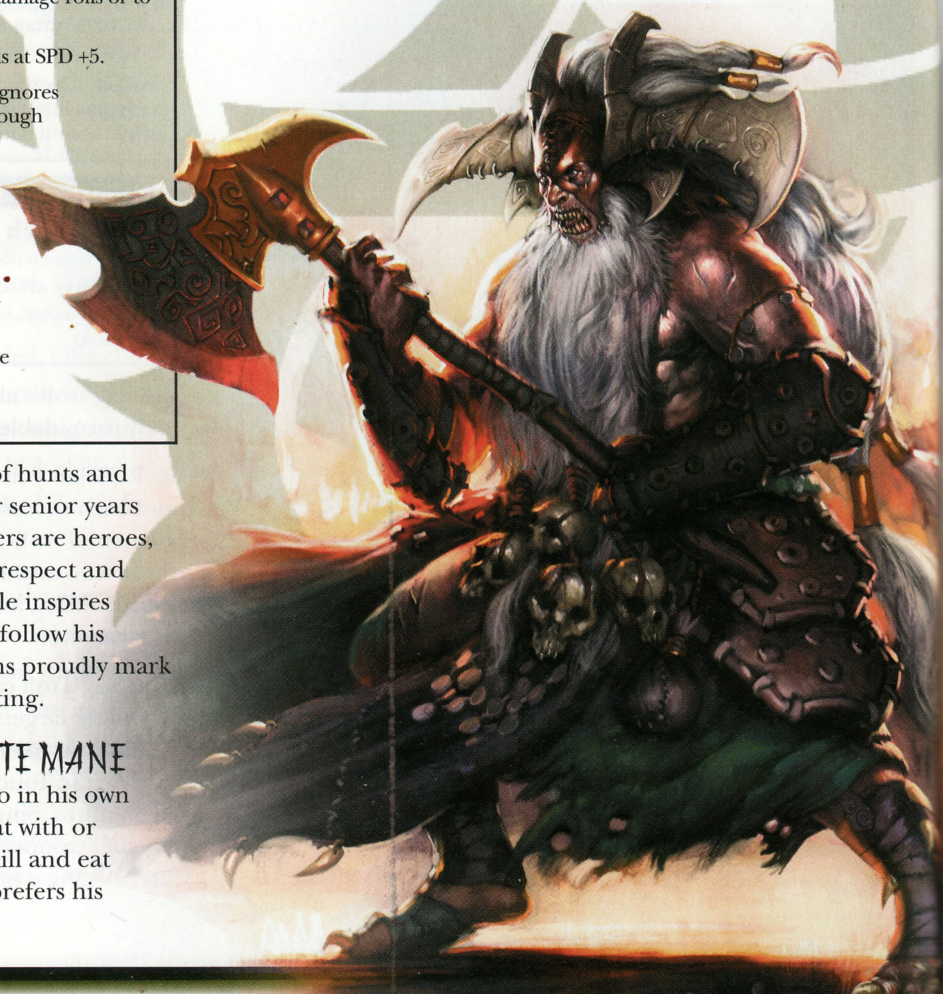
Reach - 2" melee range.

Those few beast lords who survive dozens of hunts and surpass the odds by surviving to reach their senior years become White Manes. These seasoned killers are heroes, to whom their younger kin look with both respect and fear. Seeing a White Mane charge into battle inspires Ravagers to a frenzied state as they rush to follow his example. His scarred mien and grisly tokens proudly mark countless kills and many years of hard fighting.

USING THE THARN RAVAGER WHITE MANE

The White Mane works as a formidable solo in his own right and can serve as a potent melee threat with or without his peers. Sometimes he wants to kill and eat hearts alongside his team, other times he prefers his privacy. Grim Example certainly provides motivation for him to fight alongside other Ravagers, as this ability grants an extra die of damage to improve already potent Ravager attacks. Bear in mind this does require the White Mane to kill an enemy model with a charge attack.

Thanks to Heart Taker, the White Mane can have up to three heart tokens, allowing him to save up for extra boosts or additional attacks. Since he can spend a heart token for Blood Assault, it can be a good tactic to send the White Mane out early to carve the hearts from weaker infantry before charging a key target in subsequent rounds. Combining Blood Assault with Killing Rage gives the White Mane tremendous threat range (5" from Blood Assault + 11" charge + 2" Reach = 18"!) while also giving him the tools to bypass certain intervening models. Kromac's Brutality spell can help the White Mane collect all three heart tokens in a single round, if the disposition of enemy forces allows. The Woldwatcher animus Vigilance is another means to both protect the White Mane from incidental melee attacks and provide the chance for an additional heart token should an enemy close with him.



Cyclops Shaman — Skorne Light Warbeast

> *When that creature looked at me with its single terrible eye, my heart seized with the certainty of imminent doom.*
>
> —Stone Scribe Chronicler Kartol, as he lay dying

Among the savage cyclops are those of keener minds who use their unique perception and primitive rituals to evoke crude, but effective, primal magic. Skorne houses strong enough to capture and tame such shamans value their ability to curse their enemies, harness the inner power of beasts, and unravel enemy spells.

USING THE CYCLOPS SHAMAN

The Shaman is certainly less hardy or fearsome in melee than the other cyclopes but easily makes up for this with his arcane powers. Overall army composition and warbeast selection takes on even greater importance when employing the Shaman, since Primal Magic allows him to borrow an animus from a nearby friendly warbeast. Combined with the fury cost reduction of Beast Shaman, this beast can provide great fury efficiency and open up unexpected tactics. Some animi, such as the Brute's Safeguard, reduce to 0 fury. Just keep in mind a warbeast can only be forced to cast an animus once per activation.

Cyclops Shaman

Beast Shaman - When the Cyclops Shaman is forced to use an animus, reduce the fury cost by one.

Precognitive Awareness - The Cyclops Shaman gains +2 DEF against ranged and magic attacks. Once per turn, any time except during its activation, when an enemy model misses the Cyclops Shaman with a ranged or magic attack, the Cyclops Shaman may immediately move up to its current SPD in inches. If the attack has an AOE, the Cyclops Shaman moves before deviation for the AOE is resolved.

Primal Magic - The Cyclops Shaman may use the animus of any friendly Skorne warbeast within 8" of the Cyclops Shaman as if the animus were its own.

Evil Eye

Lingering Curse - A model hit by Evil Eye suffers -2 on attack rolls for one round.

Wraith Bane - Evil Eye attacks may damage models only affected by magic attacks.

Battle Spear

Reach - 2" melee range.

Set Defense - The Cyclops Shaman gains +2 DEF against charge and slam attacks originating from its front arc.

CYCLOPS SHAMAN CMD 7

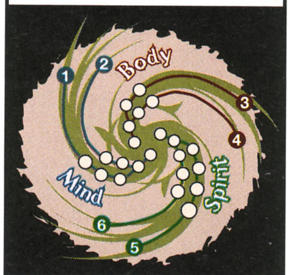
SPD	STR	MAT	RAT	DEF	ARM
6	7	5	5	13	15

HD — **EVIL EYE**

RNG	ROF	AOE	POW
8	1	—	12

RT — **BATTLE SPEAR**

SPECIAL	POW	P+S
Multi	4	11



FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
VICTORY POINTS	2
POINT COST	68
BASE SIZE	MEDIUM

ANIMUS	COST	RNG	AOE	POW	UP	OFF
Spirit Blade	2	8	-	-		*

Enemy upkeep spells and animi on target model/unit expire. When this animus targets an enemy model it is offensive.

Spirit Blade is a very useful animus, particularly when playing against warcasters or warlocks who rely heavily on upkeep spells. The easiest use of this animus is to remove offensive upkeep spells affecting your own units. Just keep in mind when using it offensively, the attack roll is based on the Shaman's FURY stat; in most cases it's better to have your warlock cast this. The Shaman's ranged attack requires him to get close to his target, but the Lingering Curse combined with Precognitive Awareness and Set Defense may make retaliating difficult. These defensive abilities make the Shaman's apparent vulnerability from lower ARM less significant, particularly when benefiting from the Brute's Safeguard. Running a Shaman together with other Cyclopes is not only thematically appropriate but also quite effective. Extra movement provided by Precognitive Awareness can allow him to reach a safer position, engage enemies before they attack with ranged weapons, or block charge lanes.

GOIN' SOLO

A PREVIEW OF *HORDES: METAMORPHOSIS* SOLOS AND WARBEASTS

Professor Viktor Pendrake faces off against his arch nemesis Saxon Orrick.

A War Chief goads his Warmonger kin into battle.

A Tharn Ravager White Mane helps defile a sacred Trollblood site protected by a ferocious Slag Troll.

Saxon Orrik

MINION MERCENARY CHARACTER SOLO

> *He is among the best at what he does, but that says little. I have no respect for butchery, however skillfully accomplished.*
>
> —Professor Viktor Pendrake

ORRIK CMD 9

SPD	STR	MAT	RAT	DEF	ARM
6	6	7	7	15	14

MILITARY RIFLE

RNG	ROF	AOE	POW
10	1	—	11

SWORD

SPECIAL	POW	P+S
—	4	10

SKINNING KNIFE

SPECIAL	POW	P+S
Inflict Pain	2	8

ORRIK'S DAMAGE	8
FIELD ALLOWANCE	C
VICTORY POINTS	1
POINT COST	26
BASE SIZE	SMALL

Mercenary

Saxon Orrik will work for Cryx, Khador, the Protectorate, and Magnus' Agenda.

Minion

Saxon Orrik will work for the Circle, Skorne, and Trollbloods.

Animosity - Saxon Orrik cannot be included in an army that includes Viktor Pendrake.

Orrik

Blind Spot - When a melee attack made by an enemy warbeast misses Orrik, he may immediately make one normal melee attack targeting the attacking warbeast.

Dismember - When Orrik hits a warbeast with a melee attack, roll an additional damage die.

Expert Hunter (★Action) - Target friendly model/unit within 3" of Orrik gains Blind Spot for one round.

Fearless - Orrik never flees.

Pathfinder - During his activation, Orrik ignores movement penalties from, and may charge across, rough terrain and obstacles.

Stare Down - When an enemy warbeast ends its normal movement in Orrik's melee range, the warbeast must immediately make a command check. If the warbeast fails, it immediately ends it activation.

Tough - When Orrik suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, Orrik is knocked down instead of being destroyed. If Orrik is not destroyed, he is reduced to one wound.

Trail Blazer - While within 3" of Orrik, friendly models ignore movement penalties from rough terrain but cannot charge, slam, or trample across rough terrain.

Skinning Knife

Inflict Pain - When Orrik hits a warbeast with a Skinning Knife attack, he may place one fury point on or remove one fury point from the warbeast.

After Vinter Raelthorne disappeared into the east, one man proved brave enough to follow. Saxon Orrik, as legendary for his savage cruelty as for his mastery of the wilds, has spent his life stalking wilderness regions where mankind finds no welcome.

Saxon Orrik began his military career as a Cygnaran scout during the last years of the reign of Vinter Raelthorne III, father to Leto and the man whom the skorne would call the Conqueror. Every ranger in those days heeded his own compass and had tremendous leeway to secure the borders. Bloody skirmishes too numerous to count played out in contested regions between small, vicious squads of Khadorans and equally ruthless Cygnarans. Orrik's grim efficiency soon earned him the attention and friendship of Cygnar's bloodthirsty heir Prince Vinter IV.

Orrik's formal military career abruptly ended after an incident where he "made an example" of several hundred Khadoran villagers who had settled too close to Cygnaran soil. A young scout named Viktor Pendrake informed Orrik's superiors of the crime. While a harsh king, Vinter III demanded strict adherence to the law, which explicitly forbid the deliberate slaughter of civilians. The king ordered Saxon dishonorably discharged and cast out. The ex-ranger endured several hard and desperate years until the crowning of Vinter IV. Remembering their old friendship and seeing a use for such a man, the new king made Saxon a trusted agent working separate from but in cooperation with the budding Inquisition. Saxon's gratitude forged a lasting loyalty to his master, and this fidelity compelled Orrik to follow the deposed king into the Bloodstone Marches after the Lion's Coup.

Saxon Orrik has since forgotten any life but the sun, wind, and sands. The Bloodstone Desert is his home, and he has mastered its vastness. His tireless efforts taught the skorne to cross the Bloodstone Desert to conduct their war. He has led the way countless times and seems to draw strength from this hellish clime. A clever man, Saxon has established contacts among diverse groups willing to hire him for his lore of Immorese terrain. He has earned a reputation and legend quite separate from his master. Indeed many of those who use his services neither know nor care about his true loyalties. His dark eyes reveal even less than his few words. His step remains sure, and those who follow his trail

always arrive at their destination. Unknown to his employers, he reports all he sees and hears back to Vinter IV.

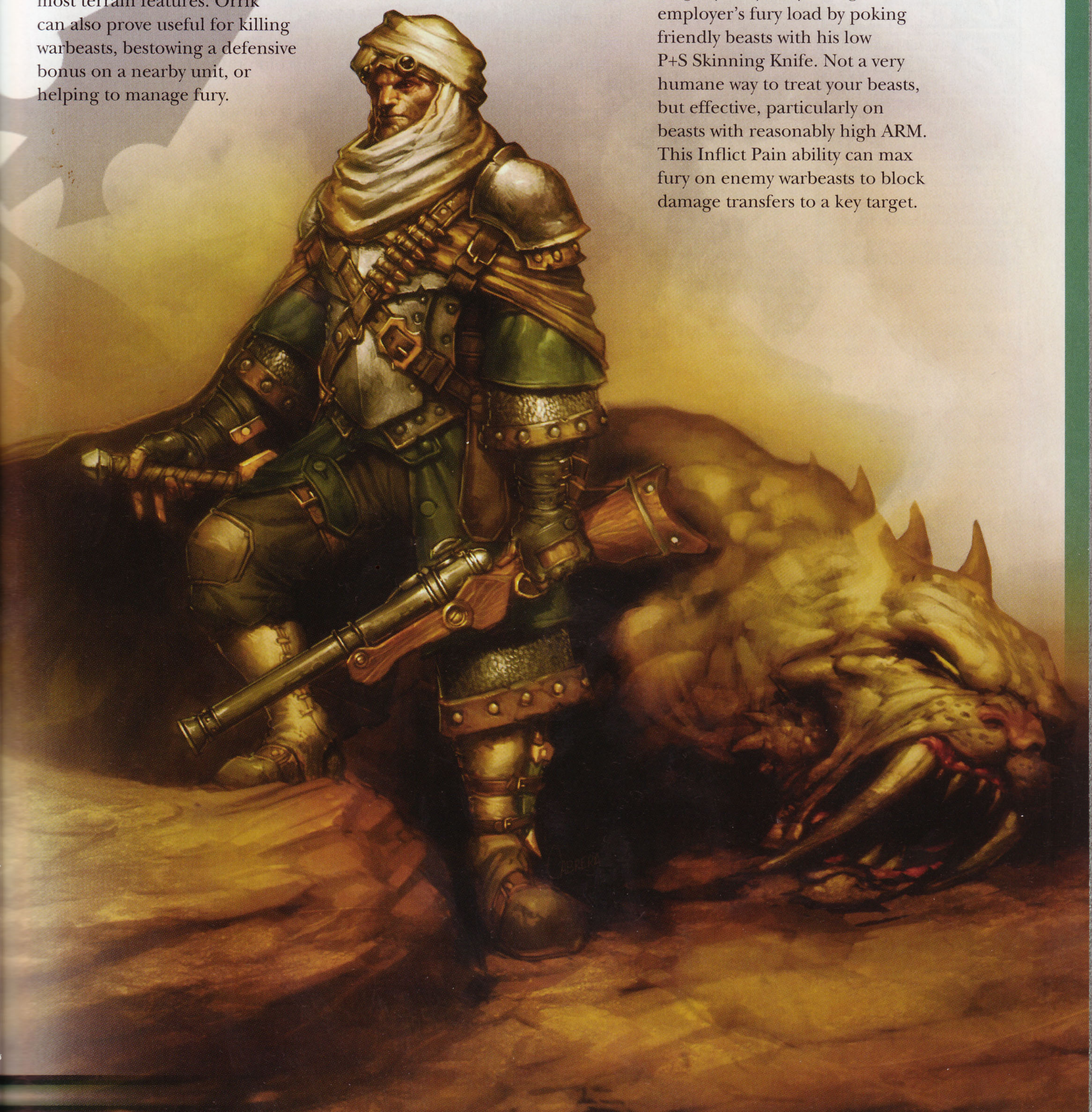
USING SAXON ORRIK

Orrik earns a place in many lists simply for Trailblazer. This is an extremely handy ability for factions or tailored army lists which lack Pathfinder or All Terrain. Since this ability extends for 3" all around Orrik, it can create a massive path through most terrain features. Orrik can also prove useful for killing warbeasts, bestowing a defensive bonus on a nearby unit, or helping to manage fury.

Orrik has a decent ranged attack, but Dismember and his two blades make him far more fearsome in melee, particularly against warbeasts. Enemy warbeasts will have a hard time retaliating against Orrik; indeed, Stare Down will sometimes prevent a warbeast from attacking at all, especially if it has wandered out of its warlock's command area. Some warbeasts have abysmal CMD scores, such as the Gorax or Dire Trolls (CMD 5!).

Even if they activate and attack, misses results in retaliation strikes benefiting from Dismember and Inflict Pain.

Expert Hunter is an excellent defensive benefit for models expecting incoming warbeasts, particularly if the affected models have higher than average DEF scores. This may compel an enemy to spend fury boosting attack rolls instead of buying extra attacks. Saxon also offers a (slightly risky) way to regulate his employer's fury load by poking friendly beasts with his low P+S Skinning Knife. Not a very humane way to treat your beasts, but effective, particularly on beasts with reasonably high ARM. This Inflict Pain ability can max fury on enemy warbeasts to block damage transfers to a key target.



Professor Viktor Pendrake

MINION CYGNAR ALLY CHARACTER SOLO

Pendrake might have been a great soldier if not distracted by foolish intellectual pursuits. Nature exists to be conquered, not studied.

—Saxon Orrik

PENDRAKE					CMD 9
SPD	STR	MAT	RAT	DEF	ARM
6	6	6	6	14	14

CHAIN BOLA			
RNG	ROF	AOE	POW
8	1	—	—

LUCKY COMPOUND BOW			
RNG	ROF	AOE	POW
10	1	—	10

ORGOTH SHORT SWORD		
SPECIAL	POW	P+S
Wraith Bane	5	11

PENDRAKE'S DAMAGE	8
FIELD ALLOWANCE	C
VICTORY POINTS	1
POINT COST	28
BASE SIZE	SMALL

Ally

Viktor Pendrake is a Cygnar model that will work for mercenary contracts that include mercenaries that will work for Cygnar.

Minion

Viktor Pendrake will work for the Circle and the Trollbloods.

Animosity - Pendrake cannot be included in an army that includes Saxon Orrik.

Pendrake

Beast Lore (★Action) - Target friendly model/unit within 3" of Pendrake gains Dismember for one turn.

Dismember - When Pendrake hits a warbeast with a melee attack, roll an additional damage die.

Duck - Pendrake gains +4 DEF against melee and ranged attacks made by enemy warbeasts and cannot be targeted by free strikes made by enemy warbeasts.

Fearless - Pendrake never flees.

Pathfinder - During his activation, Pendrake ignores movement penalties from, and may charge across, rough terrain and obstacles.

Chain Bola

Cumbersome - Pendrake cannot make ranged attacks with the Chain Bola and Lucky Compound Bow during the same activation.

Tangled - Instead of suffering a damage roll, a model hit by the Chain Bola has its base DEF reduced to 7 and must forfeit its movement or action during its next activation. Tangled lasts for one round.

Lucky Compound Bow

Luck - Pendrake may re-roll missed Lucky Compound Bow ranged attack rolls. Each attack roll may be re-rolled once as a result of Luck.

Orgoth Short Sword

Wraith Bane - Orgoth Short Sword attacks may damage models only affected by magic attacks. Pendrake may charge incorporeal models.

A legend in his own time, Professor Viktor Pendrake has gained recognition across the Iron Kingdoms for adventurous daring and scholarly acumen. He has passed down wisdom gained from years spent in the wild by chairing the Department of Extraordinary Zoology at Corvis University. His series of tomes detailing the ecology and behavior of various dangerous species across Immoren are required reading from Caspia to Korsk. Such research requires him to continually place himself in peril in order to observe and interact with his subjects first-hand.

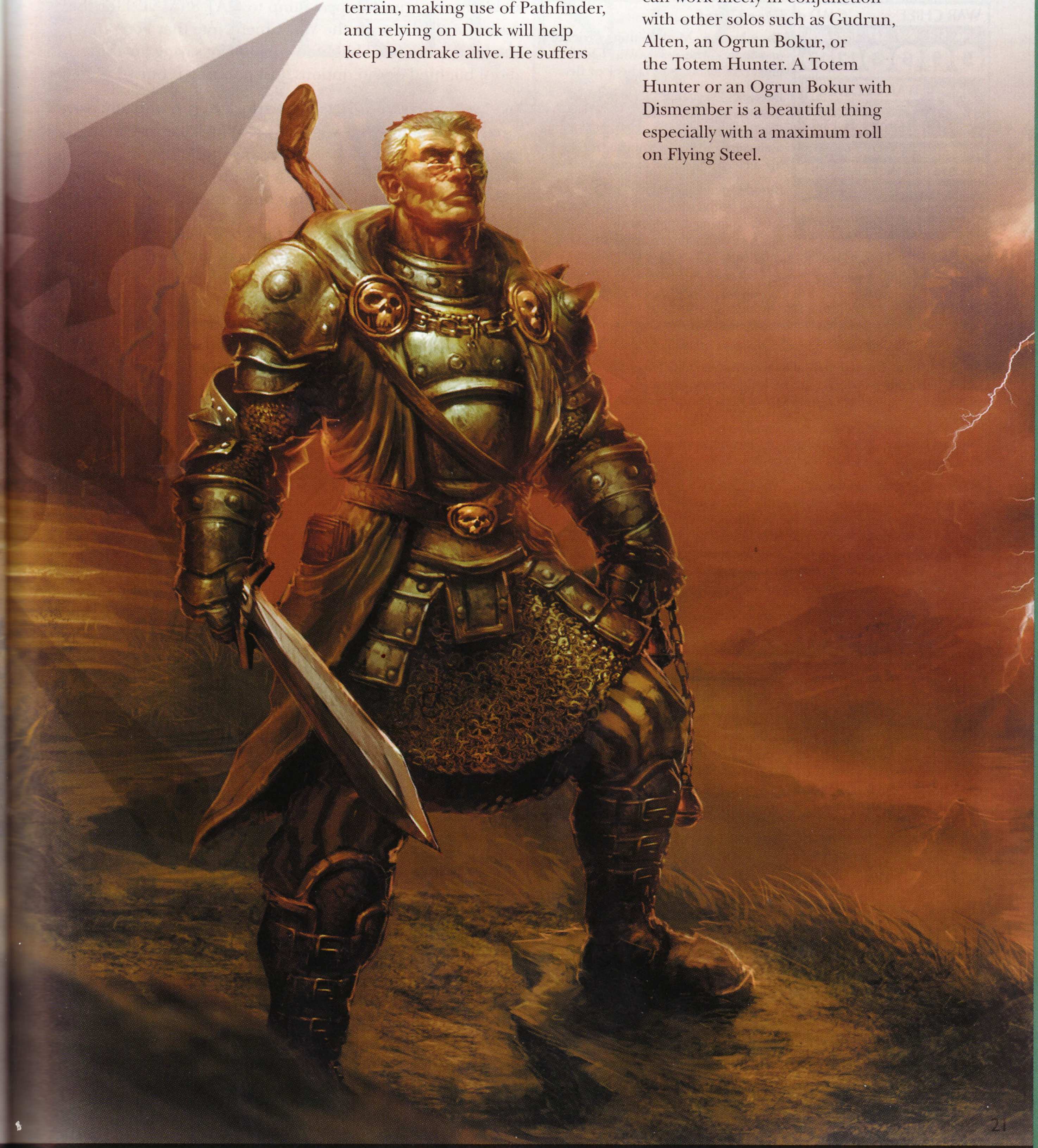
Pendrake's background as a Cygnaran army scout makes him uniquely well suited to his current endeavors. Initially taken under the wing of—and well-trained by—the renowned Saxon Orrik, a young Pendrake witnessed atrocities committed by his mentor and felt compelled to report the man. Orrik's disgraceful discharge for his crimes soured Pendrake on military life. After surviving a Khadoran attack that slaughtered his entire company, Viktor had had enough. His exemplary service earned him a sponsorship to Corvis University where he eventually made his fame. Years later, Saxon Orrik repaid Pendrake by supervising his capture and enslavement at the hands of the skorne. Pendrake's captors took him into the east to document the greatness of the Skorne Empire. He is the first human to extensively document the flora, fauna, and geography of eastern Immoren. Pendrake escaped and returned to the west with new insight into the perils facing humanity. His unique knowledge and sense of duty drove him to offer his services once more to the Cygnaran Army. Rather than don his old uniform, he serves as a free agent and uses a wide variety of friendships among societies on the fringes of civilization. With Khador knocking on Corvis' northern gate and skorne on the eastern one, Pendrake has gladly lent his sword and bow to the fight, but those who know him understand that Pendrake's most dangerous weapon is his mind.

USING PROFESSOR VIKTOR PENDRAKE

Pendrake isn't a monster hunter like his friend Alten Ashley, but he's no slouch against wild creatures. Dismember makes him equivalent to a weapon master when going toe-to-toe with a warbeast. It might surprise you how effectively Pendrake and nearby friends benefiting from Beast Lore can tear apart even resilient warbeasts. Thanks to Duck, beasts will have a hard time hitting Pendrake back even with boosted attack rolls. In some games, it makes sense to send this relatively cheap solo to distract an irksome beast.

Pendrake is no one trick pony, however. While he is particularly strong against beasts, he can handle other targets as well. His melee attack has Wraith Bane, so the Professor can shred incorporeal models and let the warlock pay attention to other threats. Pendrake can also pick from one of two different ranged attacks. His Chain Bola both lowers DEF and reduces the attack options for a significant target. His Lucky Compound Bow will probably see less use since you'll usually want to take advantage of Beast Lore or have Pendrake attack and Dismember a target directly. However, this ranged attack is perfectly adequate to kill most troopers or even many solos, particularly with its lucky re-roll on a miss.

The short range on both of these weapons means putting Pendrake in harm's way to use them. Careful consideration of terrain, making use of Pathfinder, and relying on Duck will help keep Pendrake alive. He suffers most from non-warbeast models with Pathfinder or All Terrain. Eight wounds and ARM 14 make Pendrake hearty enough to survive glancing hits or incidental blast damage. He works best when surrounded by friends. He can play a supportive role behind a unit of melee troopers, or he can work nicely in conjunction with other solos such as Gudrun, Alten, an Ogrun Bokur, or the Totem Hunter. A Totem Hunter or an Ogrun Bokur with Dismember is a beautiful thing especially with a maximum roll on Flying Steel.



Warmonger War Chief

LEGION OF EVERBLIGHT BLIGHTED OGRUN SOLO

Brutal and stupid though they may be, ogrun will heed leaders strong enough to terrify even them.

—Vayl, Disciple of Everblight

WAR CHIEF					CMD 9
SPD	STR	MAT	RAT	DEF	ARM
5	9	8	3	12	17

WAR CLEAVER		
SPECIAL	POW	P+S
Reach	5	14

WAR CHIEF'S DAMAGE	10
FIELD ALLOWANCE	2
VICTORY POINTS	1
POINT COST	39
BASE SIZE	MEDIUM

War Chief

Abomination - Models/units – friendly or enemy – within 3" of War Chief must pass a command check or flee.

Berserk - Every time the War Chief destroys another model with a melee attack, he must immediately make one melee attack against another model in his melee range, friendly or enemy.

Blood-Quenched - The War Chief gains a cumulative +1 STR and ARM for each living enemy model he destroys with a melee attack during his activation. This bonus lasts for one turn.

Fearless - The War Chief never flees.

Field Officer - An additional Warmonger or Warspear unit may be fielded over normal Field Allowance limitations for each War Chief included in the army.

Flesh Glutton - Immediately after resolving an attack in which the War Chief destroys a living model with a melee attack, the War Chief may stop making attacks gained from Berserk and remove d3 damage points.

Veteran Leader - Friendly Blighted Ogrun troopers gain +2 MAT and RAT while the War Chief is within their LOS.

Warmonger Commander - The War Chief has a command range equal to his CMD in inches. Friendly Warmonger models/units in his command range may use the Warmonger War Chief's CMD when making command checks. The War Chief may give orders to friendly Warmonger models in his command range. While in the War Chief's command range, friendly Warmongers cannot attack other models in their unit.

War Cleaver

Reach - 2" melee range.

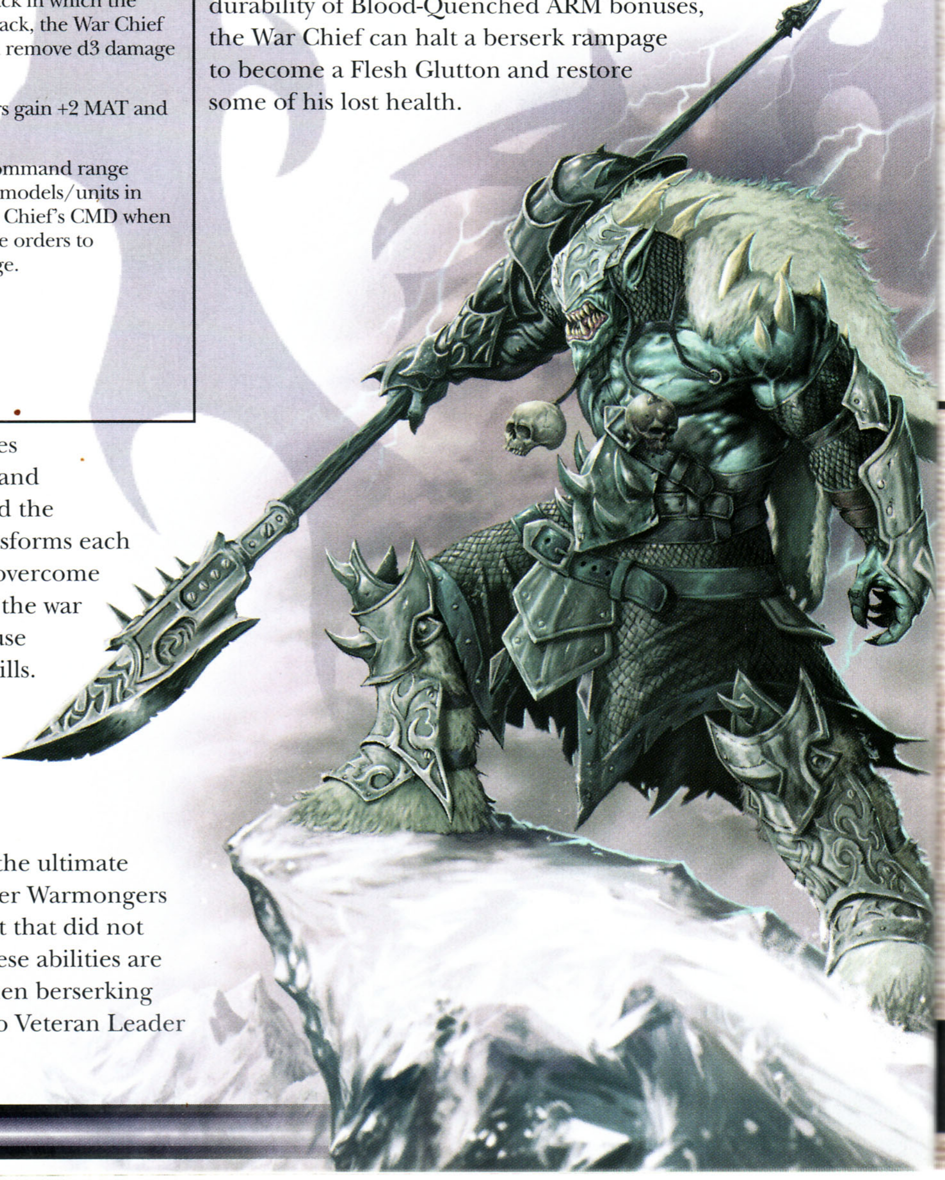
While all warmongers can goad themselves into a killing frenzy, some few are strong and willful enough to rise by strength and lead the converted tribes as war chiefs. Blight transforms each of these horrors into a murderous fiend overcome by hunger. The very scent of blood lends the war chief strength, and he will sometimes pause amid his bloodletting to gorge on fresh kills.

USING THE WARMONGER WAR CHIEF

The Warmonger War Chief is not a subtle model requiring a lot of finesse, but his bloodthirsty rampages make up for this with the possibility of pulling off the ultimate blood bath. The benefits he provides other Warmongers would be considered substantial on a unit that did not already have Berserk; on warmongers, these abilities are just gross. It can be frustrating to miss when berserking against a cluster of enemies, but thanks to Veteran Leader all blighted ogrun troopers jump to MAT 8 (MAT 9 for the leader) if they can see the War Chief. Note that Veteran Leader applies to all blighted ogrun. Not saying anything about blighted ogrun options, just pointing it out…

Field Officer and FA: 2 allow a warlock to run with a massive force of Warmongers if you choose. With Thagrosh at its head, such an army should terrify anyone. Warmonger Commander keeps the ogrun nearest to a War Chief in line and prevents them from hitting one another while berserk.

The War Chief gets a special reward from leaping into the middle of a group of enemies to tear them down. Blood-Quenched ensures he becomes stronger and more difficult to kill with each enemy he destroys. Always reserve the most important hit, such as an enemy warcaster, for last to get the most of the STR bonuses. Adding to the durability of Blood-Quenched ARM bonuses, the War Chief can halt a berserk rampage to become a Flesh Glutton and restore some of his lost health.



ALL ROADS LEAD TO LEGENDS

A WARMACHINE TIMELINE OF RECENT EVENTS

By **Doug Seacat** • Art by **Chippy, Brian Snoddy** and **Sam Wood**

Much has transpired in western Immoren laying the foundation for the events depicted in *WARMACHINE: Legends*. This overview by faction should save readers from poring over all of the narratives from *Escalation*, *Apotheosis*, *Superiority* and numerous issues of No Quarter Magazine. This should serve as a quick reference for the largest events leading up to *Legends*.

Beyond the myriad detailed events on the pages which follow there are two key recent events which have shaped everything else that has come to pass.

The Rise of the Harbinger – For long centuries Menoth, the Creator of Man, left guiding his faith to his clergy, staying distant and aloof. The miraculous appearance of the Harbinger changed this by providing a single voice speaking the god's will. This reinvigorated the waning Menite faith, stirring the Protectorate of Menoth to invoke full crusade. It has also shaken the convictions of other Menites across western Immoren. Many have abandoned their old nations to glory in the Harbinger's call to war against those whom Hierarch Voyle accuses of forsaking their Creator.

The Invasion of Llael by Khador – This lighting-fast offensive was the spark to ignite the region into an inferno. While Llael eventually fell to Khador, the land would never be the same. Not only did this war set Cygnar and Khador at each other's throats, it provided an excuse for Cryx and the Protectorate to initiate their own military schemes. The emergence of Cryx's full military might from long slumber is particularly frightening. War's chaos has opened many opportunities for the agents of Toruk to seek advantage amid the distractions of mankind's struggling nations.

THE STANDARD CALENDAR

The standard calendar used by the human nations and Rhul is comprised of 13 months each with 4 weeks and 28 days. Every three years there is an "extra" day between the last day of the year and the first day of the New Year, the timing of a celebration called the "Longest Night". Technically the Protectorate of Menoth uses different month names omitting Morrowan derived names. To minimize confusion, this timeline uses the standard month names.

Glaceus – First month; winter

Casteus – Second month; winter

Trineus – Third month; winter

Tempen – Fourth month; winter becomes spring

Cinten – Fifth month; spring

Rowen – Sixth month; spring

Solesh – Seventh month; spring becomes summer

Octesh – Eighth month; summer

Katesh – Ninth month; summer

Goloven – Tenth month; summer becomes fall

Doloven – Eleventh month; fall

Khadoven – Twelfth month; fall

Ashtoven – Thirteenth month; fall becomes winter

When designating years, "AR" stands for "After Rebellion" and "BR" stands for "Before Rebellion", related to the declaration of resistance against the Orgoth Occupation. The Corvis Treaties, which founded the modern Iron Kingdoms, happened in 202 AR. *Legends* takes place in 607 AR.

Iron Kingdoms Timeline Download

For a much more complete history and timeline of the Iron Kingdoms, visit the Privateer Press website to download the entire first chapter of the *Iron Kingdoms World Guide* at: www.privateerpress.com/noquarter (click "Web Extras")

CYGNAR

We have tried to avoid bloodshed. For a hundred years we tolerated blatant violations of law, encouraged trade, and sought to prosper in harmony. No more.

—King Leto Raelthorne revoking Cygnar's protection of the Sul-Menites

576 AR – Death of Vinter Raelthorne III, crown passes to Vinter Raelthorne IV.

579 AR – Vinter Raelthorne IV creates the Inquisition.

582 AR – Arius becomes primarch of the Church of Morrow.

584 AR – Scharde Invasions begins; an attack on the fishing village of Ingrane kills parents of Victoria Haley (age 5) and separates her from her twin sister, presumed dead.

594 AR – Coleman Stryker and Sebastian Nemo participate in coup by Leto Raelthorne to depose his brother, Vinter Raelthorne IV. Asheth Magnus fights on the side of Vinter IV. Vinter IV held for trial but escapes and uses an experimental airship to flee into the Bloodstone Marches.

594-602 AR – Cygnar enters a golden era of prosperity under the direction of King Leto, who dismantles the Inquisition and pardons many former military officers who served under Vinter IV. King Leto restructures several duchies and provinces and reforms the military to emphasize technological innovations, allowing smaller numbers of soldiers to shoulder the burden of war.

603 AR, Casteus – Battle of Corvis; Vinter IV reappears for the first time with a skorne army to occupy Corvis, aided by numerous formerly hidden inquisitors. Liberating the city entails the fulfillment of a Morrowan prophecy involving the Witchfire sword reviving an army laid to rest in 295 AR.

603 AR, Trineus – In the wake of the skorne attack on Corvis, King Leto assembles a war council assembled by King Leto to discuss the nation's security. In addition to the unknown eastern threat, they conclude that a preemptive strike to slow Cryx's war industry is advisable. The council initiates long term preparations and planning to assess and handle the Cryxian problem.

604 AR, Ashtoven 22nd – Messengers bring news to Commander Adept Sebastian Nemo in Corvis of the Khadoran invasion of Llael and the quick fall of that nation's western defenses.

604 AR, Ashtoven 26th – Cygnar declares war on Khador and sends armies north to protect Merywyn and confront Khadoran Army at Riversmet. All former plans of decisive action against Cryx abandoned in the face of the war in Llael.

605 AR, Glaceus through Rowan (6 months) – The Llaelese War.

605 AR, Cinten 28th – Battle of Deepwood Tower marks a turning point as Cygnar decides to pull out of Llael to defend its own borders.

605 AR, Rowan 12th – Fall of Merywyn, surrender of Llael to Khador.

605 AR, Octesh 6th – Protectorate of Menoth brings the siege engine Lawbringer against Caspia's gates, marking the start of open warfare between the Protectorate and Cygnar.

605 AR, Goloven 10th – Scout General Bolden Rebald delivers the "Hurstwallen Report" analyzing Cryxian activities since the Scharde Invasions, finding order amid apparent chaos.

605 AR, Goloven 24th – Cryx unleashes attacks on farms and food stores across northern Cygnar, prompting famine.

605 AR, Khadoven 15th – Marchbridge destroyed by Protectorate saboteurs, disrupting the main train line from Caspia and therefore supplies and reinforcements toward the war front.

605 AR, Khadoven 22nd – Commander Stryker interrupts a massacre near Corvis, as a refugee camp is set afire by Protectorate cleansers while beset by Khadoran looters. This brings home the full scope of the depravity of his enemies. He resolves to forego mercy.

605 AR, Ashtoven 13th – Cryx initiates false reports to provoke a Cygnaran force into a conflict near the Umbral Cairn. Denegrah lures Haley from the main battle and the two fight to the death. Haley kills Deneghra, but loses her right arm in the duel.

606 AR, Casteus 20th – Stryker demands King Leto give him the liberty to wage a more aggressive war. Days later Stryker promoted to Lord Commander and given the oversight of former inquisitors to root out Cygnaran Menites loyal to Hierarch Voyle. Lord Stryker takes command of the 7th Division of the Second Army.

606 AR Casteus 22nd – Scout General Bolden Rebald reveals to Lieutenant Aleister Caine the plan to track down and neutralize a secret heir of Vinter IV. Former inquisitors know the secret of this heir's location. The release of inquisitors under Lord Commander Stryker provides an opportunity.

606 AR, Tempen 7th – Haley confronts Skarre in Blackwater, learns of Asphyxious' larger plans.

606 AR, Tempen 28th – Fellig besieged by Khadoran Army (siege broken over four months later, on Katesh 12th); Major Markus 'Siege' Brisbane begins his attack on the walls of Sul.

606 AR, Cinten 14th – Fisherbrook destroyed by forces led by Grand Scrutator Severius; Stryker gathers Menite prisoners to be sent by slow barges down the Black River, timing their arrival to coincide with the imminent attack on Sul.

606 AR, Cinten 21st – Caine finds and kills a large group of former Inquisitors while pursuing the trail of the lost heir to Vinter Raelthorne IV.

606 AR, Cinten 28th – Battle of the Temple of Garrodh in the Thornwood. Although under orders to provide relief to Fellig, Major Haley convinces Commander Adept Nemo of the urgent threat posed by Asphyxious, and they divert to investigate. The gathered forces barely prevent Lich Lord Asphyxious from provoking a cosmological catastrophe.

- Skarre Ravensmane maims Captain Darius while he is vulnerable outside his armor.
- Sebastian Nemo seriously injured and the Thunderhead wrecked in this battle, but Major Victoria Haley and Gorten Grundback facilitate their escape.
- Nemo contacts the cortex of a forgotten colossal to unleash a surge of disruptive energy. This stalls Asphyxious' defending 'jacks long enough for a second Cryxian army, led by Lich Lord Terminus, to gain the upper hand against Asphyxious at a critical juncture.

606 AR, Rowen 28th – Siege breaches the walls of Sul and the invasion of Sul begins. Lord Commander Stryker commands this army as the attack commences.

606 AR, Solesh 4th – Captain E. Dominic Darius given oversight of several special projects in Caspia, including repairing the Thunderhead and creating facilities to streamline the fabrication of 'jack chassis.

606 AR, Octesh 22nd – Protectorate forces burn the Monastery of Ascendant Angellia near Fellig.

606 AR, Octesh 27th – King Leto ensures the safe arrival and humane accommodations for the Menite prisoners being kept at Bloodshore Island.

606 AR, Goloven 15th – Allister Caine reluctantly accepts promotion to captain from Lord Commander Stryker, and is sent to shore up eastern border defenses.

606 AR, Doloven 4th – Eastwall endures probing attack by skorne. King's Vine closed due to "Marchfells Fever"; subsequently news leaks that skorne and bandits briefly occupied the town.

606 AR, Doloven 7th – Caine springs a counter-trap on Magnus who believed he was ambushing Lord Commander Stryker, hoping the next link in inquisitors will be accompanying Magnus. Magnus gets the upper hand on Caine but lets him go.

606 AR, Doloven 25th – Battle for Northguard started on Doloven 18th ends with a defeat for Khadoran forces led by Kommandant Gurvaldt Irusk and assisted by Kommander Karchev. Major Victoria Haley among the defenders and manages to hold the line until reinforcements led by Commander Adept Sebastian Nemo arrive.

607 AR, Tempen 21st – Trollkin led by Madrak Ironhide seize Crael Valley near Bainsmarket.

CYGNARAN CRIMINALS & THE MAGNUS CONNECTION

A number of notable mercenaries are former Cygnaran citizens now wanted by the law. In recent years Asheth Magnus has employed many of these sell-swords, offering them steady work and exploiting old animosities. This includes the assassins Kell Bailoch and Jarok Croe, as well as the former inquisitor Orin Midwinter.

ASHETH MAGNUS TIMELINE

593 AR – Magnus promoted to Commander in the Cygnaran Army on the order of Vinter IV.

594 AR – Defends King Vinter Raelthorne IV as a Commander during the Lion's Coup. Receives a pardon but suffers demotion to Major and is sent to a remote Thornwood garrison.

596 AR – Tortures officers of Khador's 5th Border Legion for vital intelligence. Journeyman Coleman Stryker reports him to superiors. Magnus demoted to captain and imprisoned.

597 AR, Trineus – After his release, the generals decide to teach Magnus humility by placing him under the command of the freshly promoted Captain Coleman Stryker, now a full warcaster.

597 AR, Cinten – Magnus disobeys orders while fighting the Protectorate. In the chaos, Stryker's magic accidentally topples a Crusader onto Magnus, severing his arm and crushing his leg.

597 AR, Goloven – Equipped with a mechanikal prosthesis and leg brace, Magnus returns for vengeance. In the midst of battle against Menites, Magnus stabs Stryker in the back before being driven off by Stormblades. The crown declares Magnus a traitor, forcing him to seek employment abroad as a mercenary.

603 AR, Glaceus – Magnus receives communications from the exiled Vinter IV, now ruling the distant Skorne Empire. He receives orders related to how he should conduct his mercenary operations to coordinate with Vinter's invasion plans.

605 AR, Cinten – Magnus offers Allister Caine information about a Khadoran officer and tries to recruit Caine to serve Vinter IV.

606 AR, Doloven – Mercenaries and skorne occupy King's Vine with tacit consent of Archduke Fergus Laddermore, a Vinter loyalist. Magnus tries to ambush Coleman Stryker, but faces Allister Caine instead, who reveals he has been stalking former inquisitors. Magnus has the chance to kill Caine, but still believes the gun mage may yet serve Vinter, and so releases him.

607 AR, Cinten – In a war council with the skorne, Magnus learns that his attack plans have been ordered changed by Vinter. Magnus spots several glaring flaws in this plan and speaks of this to Archdomina Makeda. After learning of this, Vinter orders Morghoul to torture and interrogate Magnus, thereby unintentionally undermining the loyalty of both previously faithful agents.

607 AR, Cinten 7th – Against his king's orders, Duke Ebonhart and hired mercenaries attempt unsuccessfully to dislodge trollkin from Crael Valley.

607 AR, Rowen 28th – Fort Falk breaks a skorne siege begun three weeks earlier.

Protectorate of Menoth

> *We owe our strength to hierarchs Ravonal, Turgis, Luctine, Sulon and all the righteous faithful that died to bring us here. Now that the Harbinger is with us, the time of our crusade is at hand!*
>
> —HIERARCH GARRICK VOYLE BEFORE THE ATTACK ON CASPIA IN 605 AR

576 AR – The Khadoran government formally forbids Severius, once received as an ambassador, from traveling in Khador after the scrutator converted too many citizens to the southern interpretation of the Menite faith.

588 AR – Garrick Voyle seizes title of hierarch; the girl who will later declare herself Harbinger is born in a village north of Ancient Icthier.

590 AR – Hierarch Voyle declares Severius Grand Scrutator and places the charge of all Menite martial orders under his authority, vowing their numbers will increase by orders of magnitude.

595 AR – Mikael Kreoss promoted to High Exemplar.

597 AR – Hierarch Voyle elevates the High Reclaimer, passing him into the tutorship of High Exemplar Mikael Kreoss to master the control of warjacks.

601 AR – Feora promoted to Priestess of the Flame and begins to transform the Temple Flameguard into a more regimented and disciplined army.

602 AR – Secret factories are built near Imer to facilitate warjack construction.

603 AR, Goloven 3rd – The Harbinger is escorted to Imer where she is recognized by the Synod and Hierarch Garrick Voyle. Voyle proclaims her his personal spiritual advisor.

604 AR, Ashtoven – Khadoran invasion of Llael seen as the ideal opportunity to strike against Cygnar. Recruitment to the martial orders and war industry is pushed forward on an aggressive timetable. Plans are put forward to extend Menite influence further north, hoping eventually to reach the Khadoran Menites of the Old Faith.

605 AR, Glaceus – Harbinger calls on Menites from all nations to make a pilgrimage to join her and relocate to the Protectorate. This coincides with the declaration of crusade by Hierarch Voyle, invoking destruction on all humans of western Immoren who have forsaken their Creator.

605 AR, Casteus 11th – Kreoss fights to protect the faithful gathered at the Temple of the Eye from rampaging Khadoran doom reavers. Word of this deed spreads among the faithful who speak of Kreoss as a hero of the faith and a protector of the downtrodden.

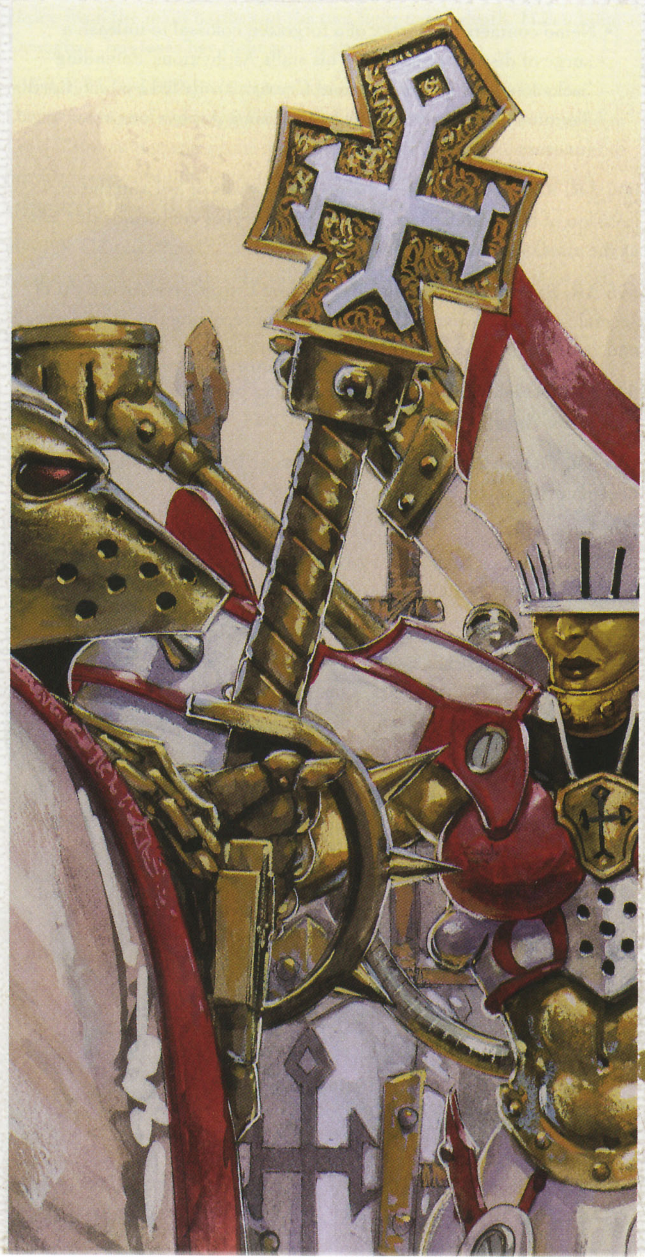
605 AR, Tempen 9th – Knights Exemplar and Flameguard successfully defend a northern refueling depot and refinery for Menoth's Fury from Cygnaran attackers.

605 AR, Cinten 17th – Feora, Priestess of the Flame, sends her cleansers to purge the Llaelese village of Myrr for harboring Cygnarans. She tolerates no survivors.

605 AR, Solesh 11th – A battle over the Cistern of Asherius becomes a major engagement between Protectorate, Cygnaran, and Khadoran forces, eventually drawing Cryxian vultures seeking to exploit the carnage. This results in the loss of a major Menite refinery, but Cygnar in particular suffers very heavy casualties during the assault.

605 AR, Octesh 8th – Attack on Caspia's gates by the great siege engine Lawbringer. While there have been many skirmishes between Cygnaran and Protectorate forces in the intervening month, this attack demonstrates Protectorate resolve to commit to full war. The attack on Caspia's gates eventually fails, but each city seals itself against the other as fighting between them continues.

605 AR, Khadoven 15th – Zealots sneak past Cygnaran border patrols and destroy the Marchbridge, thereby disrupting Cygnaran supply lines.



605 AR, Khadoven 22nd – The High Reclaimer defeats the skarlock Perfido at the Umbral Cairn and restores the souls of several trapped exemplars there. He recovers them to bring to the Harbinger, thereby gaining insight on Asphyxious' ultimate plans.

605 AR, Ashtoven 13th – Warned by the Harbinger of the imminent danger represented by the Umbral Cairn, a large Protectorate force marches to confront Asphyxious in the Thornwood.

606 AR, Glaceus 13th – Grand Exemplar Baine Hurst killed by Goreshade while defending the Harbinger. High Paladin Dartan Vilmon helps the Harbinger escape.

606 AR, Casteus 2nd – Mikael Kreoss ascends to Grand Exemplar.

606 AR, Casteus 17th – The High Reclaimer marches from Imer into the sands. He crosses to Urcaen to recover the Omegus; on his return the Harbinger names him the Testament of Menoth.

606 AR, Trineus 3rd – After two years of construction, the Avatar is sanctified by the Harbinger, fills with soulfire, and springs to life.

606 AR, Trineus 13th – The Harbinger takes up arms, driven by visions that the great evil of the Thornwood has yet to be dispersed. After informing Voyle of her purpose, the Northern Crusade is created to facilitate her holy trek, led by Grand Scrutator Severius and accompanied by the Testament and Amon Ad-Raza. The purpose of the Northern Crusade is the establishment of a northern stronghold for the faithful, which will serve as a bridge to draw Khadoran Menites back to the true path. Their initial goal is Fellig, but this changes in time.

606 AR, Cinten 7th – Cygnar begins its attack on the walls of Sul.

606 AR, Cinten 14th – Forces of the Northern Crusade led by Grand Scrutator Severius destroy Fisherbrook while engaging Cygnaran forces.

606 AR, Cinten 28th – Battle of the Temple of Garrodh in the Thornwood, an engagement involving multiple warcasters from Cygnar, Khador, Cryx, and the Protectorate. The gathered forces barely prevent Lich Lord Asphyxious from provoking a cosmological catastrophe. Most of the Menites brought to the battle freely give their lives to allow the Harbinger to fulfill her vision.

- Protectorate forces guided here by the Harbinger, who realizes Asphyxious plans to siphon the souls from Urcaen, become a god, and thereby destroy the balance between Caen and Urcaen. Harbinger willingly sacrifices her life to thwart this plan.
- The Testament, wielding the Omegus, rescues the Harbinger's soul from the Soul Vortex of the temple. High Paladin Dartan Vilmon recovers her body.
- Amon Ad-Raza suffers brutal injury at the hands of Karchev the Terrible to buy Protectorate forces the time for the Harbinger to fulfill her purpose.

606 AR, Rowen 28th – Siege breaches the walls of Sul. During the initial Cygnaran assault while Feora battles with Lord Commander Stryker, the Priestess is injured. Caine uses his sorcery to send a Devout crashing on top of her. Daughters of the Flame rescue Feora and take her to safety.

606 AR, Octesh 7th – Cygnaran attempt to seize the Great Temple in Sul fails, ending their first and greatest offensive. Cygnaran forces in the city mire down from this point forward.

606 AR, Octesh 22nd – Northern Crusade destroys a Morrowan monastery near Fellig.

606 AR, Goloven 9th – Secret northern supply fortress completed south of the Llaelese border to assist in delivering reinforcements from the south to the Northern Crusade.

MILITARY EXPEDIENCIES

Historically, the Protectorate of Menoth has had an uncomfortable relationship with mercenaries. The martial orders have traditionally resisted fighting alongside and trusting their lives to hired swords of questionable piety. Hierarch Garrick Voyle has taken measures to correct this policy in accordance with his more pragmatic approach to modern warfare. The Menite clergy now considers mercenaries an acceptable expedient, hired both to bolster numbers and to reduce casualties of the faithful.

The Protectorate has established equitable terms with a number of individual mercenaries, including most notably the warcaster Asheth Magnus. Thanks to the efforts of High Allegiant Amon Ad-Raza in late 606 AR, the Protectorate has also initiated mutually beneficial arrangements with a number of outlying Idrian tribes previously wary of the theocracy.

Despite rumors to the contrary, the Protectorate has no specific stipulations prohibiting hiring non-human mercenaries. However, due to historical conflicts and past religious misunderstandings a number of non-human mercenaries avoid selling their services to the Protectorate. Those of the Dhunian faith are particularly wary of hiring to the Protectorate due to past persecution.

606 AR, Goloven 18th – Knights Exemplar column en route to eastern Llael to reinforce Protectorate forces intercepted by Khadoran cavalry led by Sorscha Kratikoff.

606 AR, Goloven 21st – Harbinger resurrected in Imer by Hierarch Voyle; on awakening her first words are directions to have the Covenant of Menoth sent north to Grand Scrutator Severius.

606 AR, Doloven 1st – Northern Crusade welcomed to Rhydden by the Llaelese Resistance.

606 AR, Doloven 4th – Khadoran force sent to pacify Rhydden defeated by rebels assisted by Protectorate allies.

606 AR, Ashtoven 7th – Grand Scrutator Severius speaks to a Khadoran Menite priest sent to negotiate with the Llaelese Resistance, and converts him to join the Protectorate.

607 AR, Glaceus 8th – Severius implements measures to make northern forces self sufficient rather than relying on supplies from Imer. This requires tighter oversight over local Resistance elements and ensuring local farms are tithing properly to the Temple.

607 AR, Glaceus 19th – Construction completed on a large new Menite temple in Rhydden at the direction of Grand Scrutator Severius, serving as a sign of local respect for the Creator.

607 AR, Trineus 24th – The situation in Sul becomes an entrenched stalemate, particularly in the wake of outside interference by agents and smaller forces sent by both Cryx and Khador. Lord Commander Stryker begins to push more recklessly against the Menite defenders, taking more risks and drawing on additional soldiers formerly stationed at Eastwall.

607 AR, Cinten 4th – Supply lines providing support to the Northern Crusade are attacked by skorne elements. Losses recouped by a number of Khadoran Menite defectors who travel to Rhydden to join the Northern Crusade, bringing considerable equipment and food stores.

KHADOR

We have only begun to restore a legacy denied to us for a thousand years. Cygnar will tremble before the approach of our unstoppable armies and will see four centuries of treachery repaid.

—Empress Ayn Vanar during her speech declaring the birth of the Khadoran Empire, 606 AR

511 AR – During the Battle of the Tongue in the First Thornwood War, Magziev Alexander Karchev is ambushed by Colonel Drake Cathmore. Karchev invokes a sorcerous blast which kills the Cygnaran colonel but leaves him crippled.

587 AR – Ayn Vanar XI becomes queen of Khador ending the regency of Simonyev Blaustavya; the Butcher of Khardov commits the Boarsgate Massacre, killing Sorscha Kratikoff's father; Sorscha is 13 years old.

602 AR, Khadoven 12th – Llael's Prime Minister Deyar Glabryn begins receiving Khadoran envoys who apply pressure for him to destabilize the Llaelese military. Other agents are sent to work on Llael's Sovereign Coal Alliance and the Order of the Golden Crucible.

604 AR, Doloven 10th – Queen Ayn declares an end to cortex smuggling to the Protectorate, declaring any Menites cooperating with the Protectorate to be traitors.

604 AR, Ashtoven 15th – Khador begins the invasion of Llael, striking Laedry, Redwall Fortress and Elsinberg. Kommandant Irusk leads the attack on Laedry, soon joined by Vladimir Tzepesci bringing a force including every remaining Berserker in Khador. Orsus Zoktavir leads the attack on Redwall Fortress. Sorscha Kratikoff leads the attack on Elsinberg. Defenders never expected such a major offensive during the worst of the winter season.

604 AR, Ashtoven 24th – Khadoran Army completes pacification of western cities and begins to march east, including first probing attacks on Merywyn.

604 AR, Ashtoven 26th – Cygnar declares war on Khador and moves its army north.

605 AR, Glaceus through Rowan (6 months) – The Llaelese War

605 AR, Glaceus 16th – First of several battles taking place in Riversmet in the next several months over key bridge crossings.

605 AR, Glaceus 24th – Cygnaran forces attack the Throat Cutter chain implemented by Kommandant Irusk to cut off supplies flowing down the Black River.

605 AR, Casteus 4th – Cryxian necrotite mining rigs discovered in the Willow Barrens. Khadoran soldiers manage to disrupt this operation, but this begins to reveal the extent of Cryxian activity in Llael.

605 AR, Cinten 1st – Leryn opens its gates to Khador after the fighting spirit of the city is crushed by news of the destruction of Riversmet. A Greylord ternion led by Koldun Lord Volkh Lazar takes control of the city to exploit resources at the headquarters of the Order of the Golden Crucible.

605 AR, Cinten 5th – Ravensgard endures attacks by Cygnar in an attempt to relieve pressure deeper in the interior. The plan backfires and Cygnar endures a crippling defeat.

605 AR, Cinten 28th – Battle of Deepwood Tower prompts Cygnar to pull out of Llael to defend its borders, thus ensuring the Khadoran conquest of Llael.

605 AR, Rowan 12th – Fall of Merywyn, surrender of Llael to Khador

605 AR, Khadoven 27th – Vladimir Tzepesci discovers a dark necromantic cloud in the Thornwood prompted by defiled tombs. He sacrifices himself against the Cryxians to forestall this looming destruction. He is missing in action and is presumed killed. Unknown to the world at large, the Old Witch rescues Vladimir, repairs his armor, and forges a new weapon.

605 AR, Ashtoven 13th – Lured by false reports instigated by Cryx of a Cygnaran base under construction, a large Khadoran force-marches into a conflict near the Umbral Cairn.

606 AR, Casteus 5th – Sorscha Kratikoff promoted to Forward Kommander for her tireless efforts at the forefront of the war effort.

606 AR, Tempen 21st – Ayn Vanar declares herself Empress of the new Khadoran Empire.

606 AR, Tempen 28th – Khadoran forces besiege the northern Cygnaran city of Fellig; this siege lasts over four months until broken on Katesh 12th.

606 AR, Cinten 28th – Battle of the Temple of Garrodh in the Thornwood. The gathered forces barely prevent Lich Lord Asphyxious from provoking a cosmological catastrophe.

- The Old Witch guides Vladimir Tzepesci to this battle based on prophetic visions. He strikes down the Harbinger and thereby prevents Asphyxious' unholy aspirations.
- Sorscha Kratikoff sees that Vladimir is alive for the first time since his disappearance.

606 AR, Rowen 5th – Vladimir Tzepesci returns to ancestral lands to attend to neglected matters after being presumed dead and to leverage his vassals, reminding them of their oaths of fealty. Forward Kommandant Sorscha Kratikoff joins him for a short time.

606 AR, Solesh 12th – Orsus Zoktavir goes on rampage, single-handedly destroying several lesser Cygnaran fortifications near Fellig.

606 AR, Goloven 18th – While on patrol in eastern Llael, Sorscha Kratikoff joins the 12th Iron Fang Uhlan Kompany intercepting a Knights Exemplar column advancing on eastern Llael.

606 AR, Doloven 4th – Khadoran force sent to pacify Rhydden defeated by rebels assisted by Protectorate allies.

606 AR, Doloven 11th – Cryx's Black Fleet attacks Port Vladovar, doing considerable damage before withdrawing.

606 AR, Doloven 25th – Kommandant Irusk's siege on Northguard, started on the 18th, is defeated after tremendous casualties on both sides. Empress Vanar berates Irusk.

606 AR, Khadoven 2nd – Empress Ayn Vanar agrees to allow the Korsk Vicarate Council to provide Morrowan sanctuary to Nyss refugees fleeing a great catastrophe in the north. A Nyss holy relic is stored in the basement of the Katrinksa Cathedral. A group of Precursor Knights from Caspia receives limited permission to help patrol the grounds.

606 AR, Ashtoven 16th – Llaelese Resistance attacks labor camps near Rynyr to disrupt Khadoran access to blasting powder. Retaliations follow.

FIRING THE ENGINE OF WAR

The mercenary trade thrives on warfare, and in this regard the Khadoran imperial agenda has created profit for sell-swords across the region. Khador has a reputation for prompt and generous payment and remains a favored employer. Khadoran contracts are particularly attractive to exiled Cygnarans turned mercenary.

Certain larger affiliations, such as the Four Star Syndicate, have secretly funded covert efforts to undermine Khador without alienating this nation as an employer. They believe long term prosperity requires no one nation to gain the upper hand. This influential group may broaden this policy if perceiving Khador as an imminent threat to Ord, which has become a mercenary haven.

Wariness persists among dwarven mercenaries made uncomfortable by the occupation of Llael. Khador's interference with Black River trade routes is a source of contention with the Searforge Commission. They have been investing additional funds since early 606 AR, hiring mercenaries to break blockades. In 607 AR, the Horgenhold Fortress cut off all ties to Khadoran employers and has accepted contracts with the Protectorate of Menoth to provide a check against Khadoran territorial gains. Some Rhulic hostility is an outgrowth of dwarven casualties during the razing of Riversmet in 605 AR.

The strongest anti-Khadoran mercenary sentiment exists among the Llaelese Resistance, which receives support from a group of former nobles called the Highborne Covenant. These mercenaries fight for more than coin, led by figures such as the warcaster Ashlynn D'Elyse, who suffered personal tragedies during the occupation, including the death of her father.

607 AR, Glaceus 11th – Cygnaran remnant forces in Llael manage to strike several significant logistical targets in Merywyn, but suffer heavy losses in the process. Khador's grip on the former Llaelese capital remains strong.

607 AR, Casteus 13th – Port Vladovar fully recovers from the Cryxian attack after an arduous reconstruction effort.

607 AR, Trineus 20th – Several Ordic ships engaged and sunk by Khadoran Navy during engagements with Cygnaran ships.

607 AR, Tempen 7th – Khadoran Navy wins victory at Blue Sands, near Cygnaran city of Ceryl. This sparks escalating battles and tensions between these two navies, with other Ordic ships occasionally caught in the crossfire.

607 AR, Tempen 15th – Gurvaldt Irusk begins careful plans to shift forces to Ravensgard without attracting notice from southern spies, in preparation of a second assault on Northguard. Kommander Karchev kept on permanent alert at Ravensgard.

CRYX

Their armies will hurl themselves upon the spears of their adversaries. They will turn cannons and rifles inward and leave not but death and slaughter as a feast upon which we will glut ourselves.

—LICH LORD DAEAMORTUS SPEAKING TO PIRATE QUEEN SKARRE

Circa 1640 BR – Battle between the dragons Toruk and Shazkz above the Scharde Islands creates the Satyxis when the blighted blood of the defeated Shazkz rains onto their island.

Circa 1000 BR – The Dragon Father Toruk is permanently forced from the mainland by his brood and settles in the Scharde Islands. Captain Rengrave aboard the *Atramentous* becomes a revenant and is sent against the pirate kings—many become the first lich lords. After offering his life as a sacrifice to the dragon, Asphyxious is given undeath by Toruk.

236 AR – Cryx attacks the last Orgoth remnants at Drer Drakkerung, prompting a massive explosion obliterating both the Orgoth and the bulk of the Cryxian army, including three lich lords. Subsequently Toruk recognizes Terminus as a lich lord to fill the void left by one of the destroyed.

584 AR – Sent by Asphyxious, Skarre Ravensmane sacks the fishing village of Ingrane and brings back the girl who will become Deneghra. The prophecy prompting this mission was vague and it is discovered later it referred to a twin soul. Asphyxious executes all of the raiding party, except Skarre, for neglecting to capture the other twin.

584-588 AR – Scharde Invasions orchestrated by Lich Lord Terminus and Lich Lord Daeamortus, a series of seemingly random invasions obfuscating Cryxian forces moving on the mainland. This four year long conflict allows Cryxian forces, largely led by the Iron Lich Asphyxious, to establish a number of hidden strongholds.

593 AR – The Witches of Garlghast, each only thirteen years of age, discovered alongside the Egregore by the Cryxian pirate vessel *Aldibraxis*. They travel to Skell where they swear service to Lich Lord Terminus.

604 AR, Katesh through Khadoven – Cryxian agents on the mainland serving Lich Lord Malathrax complete decades of arrangements to utilize dupes in Five Fingers to smuggle massive military supplies up the Dragon's Tongue River and deep into the Thornwood. While not discovered for some time, this eventually prompts Ord to take action against Cryxian shipping.

604 AR, Ashtoven – Warfare between Khador and Cygnar over Llael provides the cover for Iron Lich Asphyxious to begin a more aggressive phase of his plans. He seeks to activate an ancient and extremely powerful Orgoth Umbral Cairn at the Temple of Garrodh and luring the newly discovered Harbinger of Menoth to the site. Goreshade is sent to corrupt the Harbinger so she can be more easily manipulated.

605 AR, Casteus 22nd – Goreshade penetrates a sacred burial site in the Protectorate. He uses necromancy to interrogate the body of a recently buried scrutator, Marius Grummel, seeking information on the Harbinger.

605 AR, Octesh 2nd – Skarre Ravensmane gains intelligence on Asphyxious from a captured skarlock and begins to see the shape of his plans. Believing him to be a traitor, she leaves the mainland to report to a higher authority.

605 AR, Goloven 14th – Asphyxious inflicts the Balebrand inflicted on Cygnaran crops, an infection which weakened the minds of those afflicted, making them easy to manipulate.

605 AR, Goloven 24th – Uninfected food stores prioritized as targets by Cryxian armies in northern Cygnar, prompting famine and greater exposure to the Balebrand.

605 AR, Khadoven 18th – Asphyxious begins preliminary work to reactivate the Umbral Cairn, a core element of the buried Orgoth Temple of Garrodh.

605 AR, Ashtoven 13th – Asphyxious arranges for massive bloodshed and carnage near the Umbral Cairn to awaken its full power. Deneghra lures Haley from the main battle and the two fight to the death. Haley kills Deneghra, but loses her right arm in the duel. The Umbral Cairn captures Deneghra's soul while a Slayer recovers Deneghra's body.

605 AR, Ashtoven 23rd – Asphyxious recovers Deneghra's soul and body and reanimates her as the Wraith Witch.

606 AR, Glaceus 1st – Minions of Asphyxious begin the excavation of the Temple of Garrodh.

606 AR, Glaceus 13th – Goreshade's attack on the Harbinger foiled by Grand Exemplar Baine Hurst, who is killed in the process. Among the plundered Menite crypts Goreshade finds lore directing him to almost forgotten relics of interest among northern Khadoran Menite burial sites. Goreshade ceases to obey Asphyxious and initiates his own plans. He returns to Cryx and puts himself under the oversight of Lich Lord Terminus, while plotting an expedition to Khador.

606 AR, Casteus – Asphyxious decides he needs more individual power to activate the Temple of Garrodh. He decides to ambush Lich Lord Daeamortus on an unnamed island blasted into oblivion by their battle. Skarre Ravensmane aids Daeamortus, but Asphyxious defeats them both. Skarre suffers severe injury but escapes, while Asphyxious shapes Daeamortus' remains into a weapon. Shortly thereafter, Asphyxious presents himself to Toruk for recognition as a lich lord. Asphyxious quickly returns to finish unearthing the Temple of Garrodh.

606 AR, Casteus – After decades of slow and delicate work through intermediaries, Lich Lord Thalassina finishes establishing an equitable long-term arrangement with one of the largest factions of Cephalyx Overlords.

606 AR, Trineus 3rd – In response to Skarre's warnings, Lich Lord Terminus instigates a complex plan of action against Asphyxious. He directs the pirate fleet and the Black Fleet to distract the Cygnaran Navy, allowing him to land an army south of the Gnarls. Terminus orders General Gerlak Slaughterborn to attack Highgate as part of these diversions. Darragh Wrathe serves as admiral for the fleet, landing Terminus' army onto the mainland, where they cross through northern Cygnar and then into the Thornwood.

606 AR, Cinten 28th – Battle of the Temple of Garrodh in the Thornwood. This battle sees two lich lords pitted against one another and in the end Asphyxious is unable to achieve his goal.

- Lich Lord Terminus, acting on information brought to him by Skarre Ravensmane, arrives together with Goreshade and the Coven to confront Asphyxious and Deneghra on their apparent treachery.
- Terminus releases Asphyxious' soul into the Umbral Cairn, thus depriving the iron lich of its powers long enough for others to exploit this weakness. Asphyxious banishes Terminus into the Void; the Coven follows to help facilitate an eventual escape.
- Lich Lord Asphyxious thwarted by the gathered forces but Wraith Witch Deneghra pretends to be swayed by Haley's words and uses her moment of hesitation to help Asphyxious escape.

BLOOD GOLD

Since the war on the mainland, Cryx has become considerably more active and no longer attempts to conceal its military strength. This has prompted a backlash from several quarters, making the hiring of mercenaries by this nation more difficult. Starting in 606 AR, King Baird foreswore his previous neutrality to agree to limited cooperative strikes alongside the Cygnaran Navy against Cryx. Ord, Cygnar and Khador initiate harsher laws for those accused of collaborating with Cryx. Combined with rumors of Cryx sacrificing mercenaries to exploit flesh and souls, many mercenaries seek easier employment elsewhere.

Despite rumors of betrayals, Cryxian plunder ships are fat with stolen gold and its treasury has little use for material goods beyond bribing unscrupulous mainlanders. Cryxian mercenary contracts are therefore more lucrative than any competing hiring agency. This ensures some opportunistic companies, such as the Steelhead Mercenaries headquartered in Five Fingers, will always be willing to take the risk of accepting Cryxian blood-drenched coin. Mercenaries sometimes serve Cryx without even being aware of the ultimate employer of their services, while others gamble their lives on a quick profit, certain they can cash in before they lose their lives.

606 AR, Rowen – Immediately after the destruction of his army, Asphyxious begins to rebuild. He draws on the extensive underground necrotech workshops and hidden factories below the Thornwood. Deneghra accumulates raw materials from the ongoing battles abroad, particularly the battle lines between Ravensgard and Northguard.

606 AR, Octesh 28th – Skarre Ravensmane conducts a ceremony north of the Gnarls to contact the Witch Coven of Garlghast and restore Lich Lord Terminus from the Void. A skarlock greets them in the name of the other lich lords and delivers orders that the feud between Terminus and Asphyxious must end.

606 AR, Doloven 11th – Skarre Ravensmane leads the Black Fleet and Rengrave's Ghost Fleet on an attack of Port Vladovar, doing considerable damage before withdrawing. This attack diverts Khadoran forces and provides a distraction for Goreshade's movements in the interior.

606 AR, Doloven 14th – Accompanied by Bane Lord Tartarus and a small army, Goreshade plunders Lord Khazarak's Tomb east of Vladovar. He then turns his attention north toward the Nyss and their recent catastrophe.

606 AR, Ashtoven 10th – Goreshade makes contact with Nyss refugees led by Cylena Raefyll. Feigning an interest in aiding their cause, Goreshade uses them to probe the outer defenses of the Legion of Everblight, endeavoring to gain insight on their nature and hierarchy. He hopes to spot the dragon he presumes to be responsible for this blighted army.

607 AR, Trineus 17th – Goreshade has identified Thagrosh as a blighted general of Everblight, learned of other Nyss refugees, and deduced the existence of Nyssor among them. Believing Cylena is no longer useful, he betrays her, intending to deliver her to Thagrosh as a bribe. She escapes, but Goreshade utilizes her followers in her place, also telling Thagrosh about a weakened dragon in the Castle of the Keys named Pyromalfic. Once the Legion leaves Khador, Goreshade focuses his attention on finding the remaining Nyss refugees, seeking Nyssor.

by **Matt DiPietro**, *Studio Painter*

[Rotted] FLESH AND BONE

Painting Rusty and Corroded Metal, Bone, and Undead Skin

The Iron Kingdoms are full of all manner of dark and morbid creatures. Twisted undead creations sheathed in dark corroded metal stalk the battlefields, carrying weapons weighted down by the rust of years. The dark pools of their eyes stare back with ancient malevolence from decayed skulls perched atop bodies of rotting flesh.

In keeping with these dark themes, we've decided to showcase some techniques for painting rotting, decayed, or otherwise weathered materials. As anyone who has painted Cryx knows, painting these types of materials can be tough, but in this issue I'll strive to shed some light on some techniques you can use to give that rotting looking. I'll show you two ways to add a rusty corroded look to your model's metallic portions. Then, I'll cover painting bone and skulls so they look dirty and real. Lastly, I'll go over a technique for painting rotting and deceased flesh to use on grisly trophies and thralls alike.

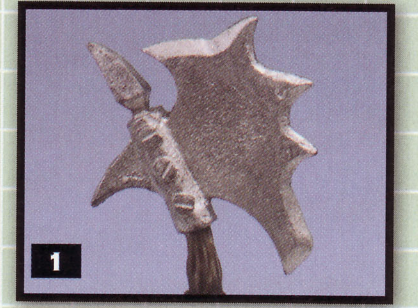
RUSTY METAL

Once you get the hang of it, painting rust can be quite fun and really adds a lot of character to the warjacks, weapons, and equipment used in all of the factions of the Iron Kingdoms.

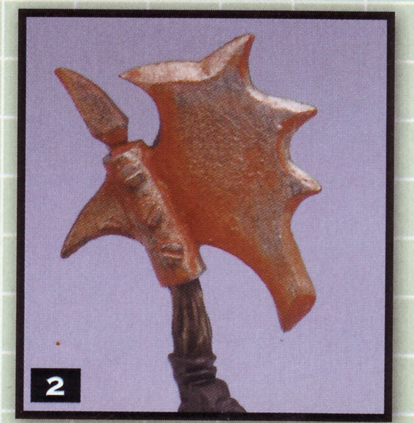
FORMULA P3™

What You'll Need:

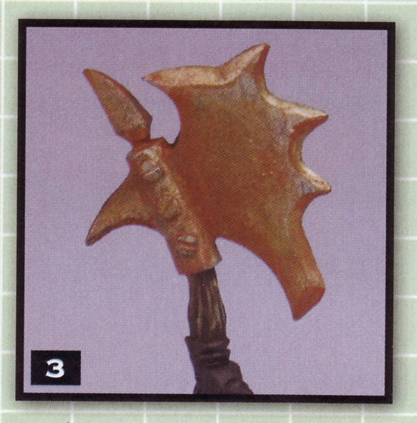
- 🟩 Battledress Green
- 🟥 Bloodstone
- 🟫 Brown Ink
- ⬜ Cold Steel
- ⬜ Quick Silver
- ⬛ Thamar Black



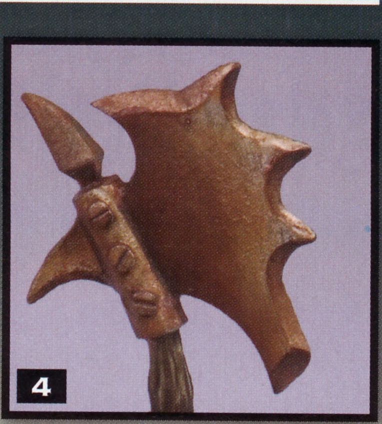
Step 1.) Start by laying down a solid basecoat of Cold Steel.



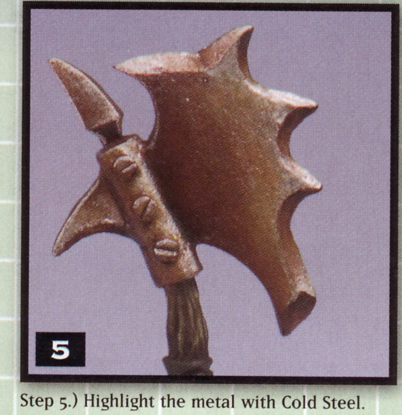
Step 2.) Begin adding your rust by applying a shade of Bloodstone.



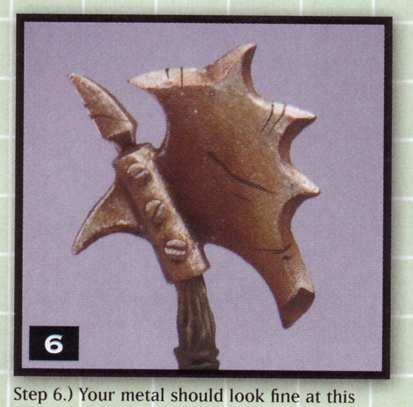
Step 3.) Continue with another shade using Battledress Green.



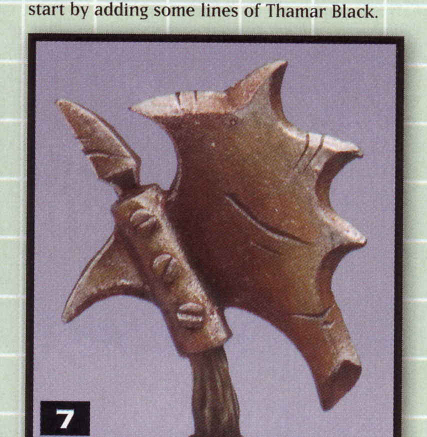
Step 4.) Mix a couple dabs of Thamar Black with a few drops of Brown Ink. Use this mix to add an additional shade to your metal.



Step 5.) Highlight the metal with Cold Steel.



Step 6.) Your metal should look fine at this point, but if you want to add some scratches, start by adding some lines of Thamar Black.



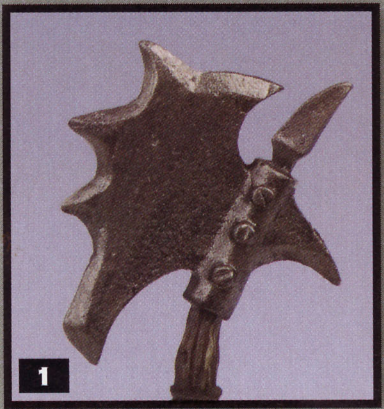
Step 7.) Add an additional line of Quick Silver just below each line. Once this is done, you'll have a scratched and rusty surface to be proud of.

CORRODED METAL

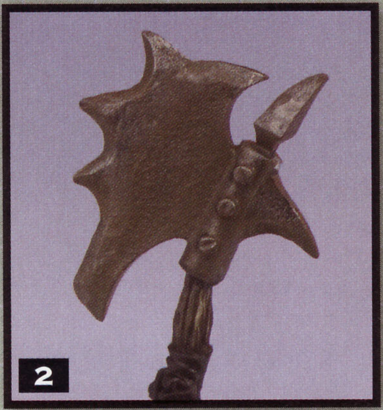
Dark corroded iron is one of the main colors of the studio Cryx color palette. In this portion, we'll shed some light on how this type of metal is rendered.

What You'll Need:

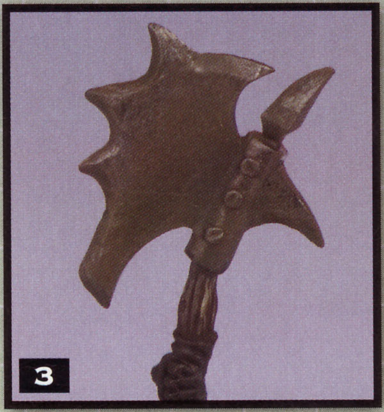
- Bloodstone
- Brown Ink
- Cold Steel
- Quick Silver
- Thamar Black
- Thornwood Green



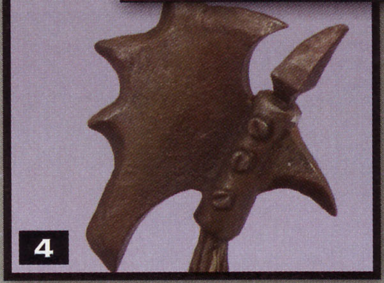
Step 1.) Start by laying down a solid basecoat of Pig Iron



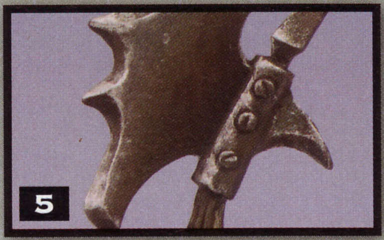
Step 2.) Begin the corrosion with a shade of Thornwood Green



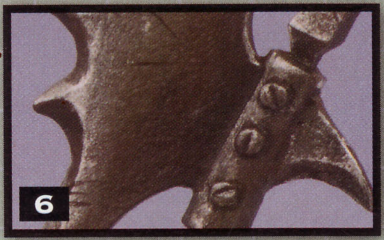
Step 3.) Continue to corrode the blade with a shade of Cryx Bane Base



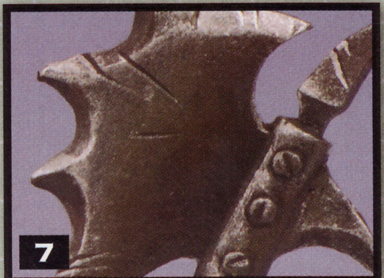
Step 4.) Mix a couple dabs of Thamar Black with a few drops of Brown Ink. Use this mix to add a further shade to your metal.



Step 5.) Go back and highlight the metal with Cold Steel



Step 6.) Your metal should look fine at this point, but if you want to add some additional scratches, paint thin lines of Thamar Black.



Step 7.) Just below each line, add an additional line of Quick Silver. There! Your metal is now nicely corroded.

SKULLS

Most painters have painted a skull or two in their time. Here are some tips that will help you get a unique look to your skulls and bone the next time around.

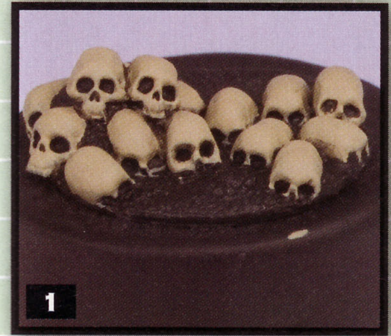
FORMULA P3™

What You'll Need:

- Metal Wash
- Bastion Grey
- 'Jack Bone
- Menoth White Highlight
- Mixing Medium
- Thornwood Green
- Armor Wash

Optional:

- Ember Orange
- Moldy Ochre
- Rucksack Tan
- Traitor Green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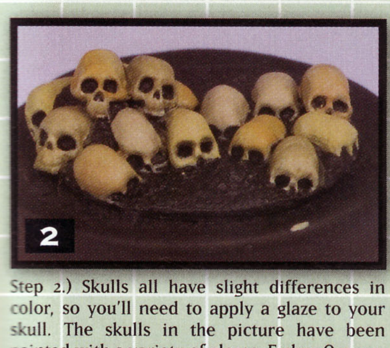
Step 1.) Base coat the model with 'Jack Bone.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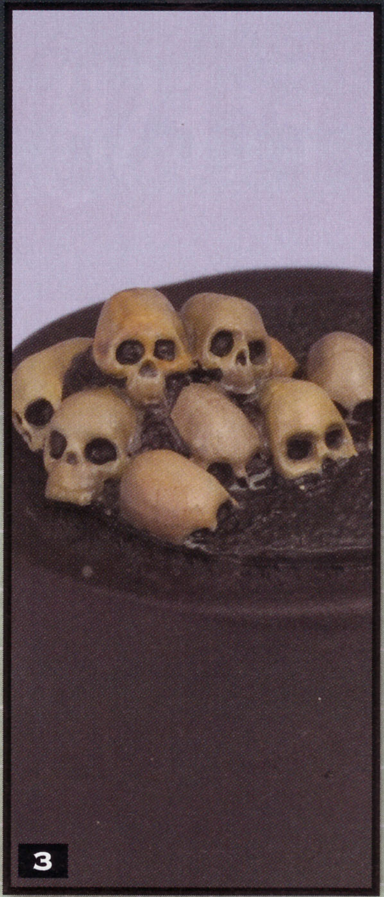
Step 2.) Skulls all have slight differences in color, so you'll need to apply a glaze to your skull. The skulls in the picture have been painted with a variety of glazes: Ember Orange, Rucksack Tan, Traitor Green, and Moldy Ochre.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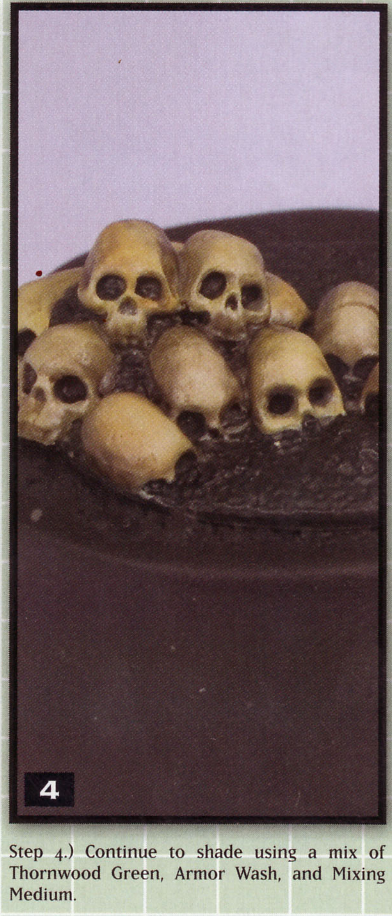
Step 3.) Shade the skulls with a mixture of Bastion Grey and Mixing Medium.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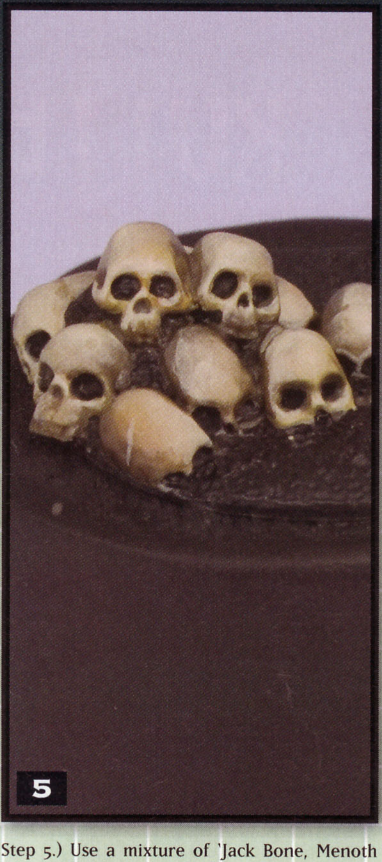
Step 4.) Continue to shade using a mix of Thornwood Green, Armor Wash, and Mixing Medium.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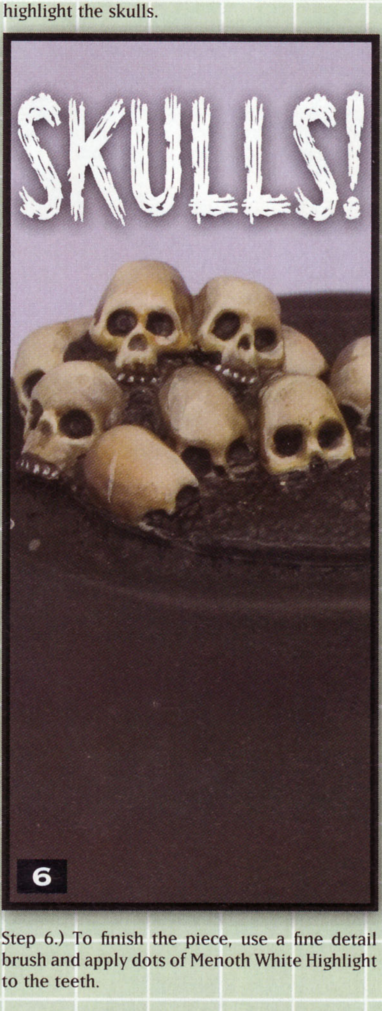
Step 5.) Use a mixture of 'Jack Bone, Menoth White Highlight, and Mixing Medium to highlight the skulls.

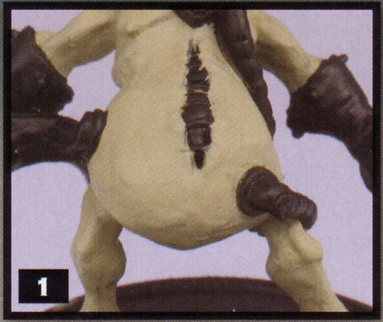


6

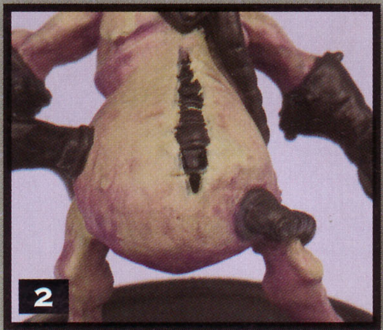
Step 6.) To finish the piece, use a fine detail brush and apply dots of Menoth White Highlight to the teeth.

ROTTED FLESH

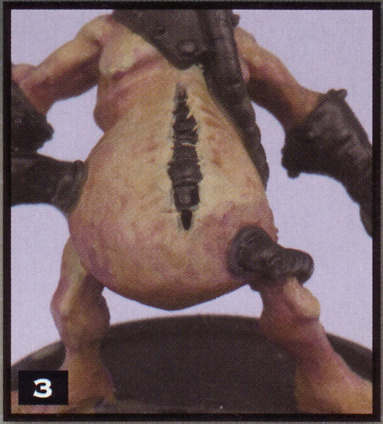
To simulate rotting flesh, we will use alternating shades of purple and green to give the model's skin a bruised and decayed look.



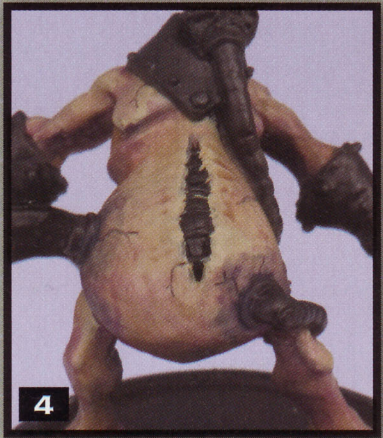
Step 1.) Base the area in a solid coat of Thrall Flesh.



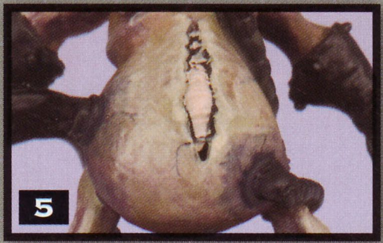
Step 2.) Mix Beaten Purple with Mixing Medium and use this to shade and tint the flesh.



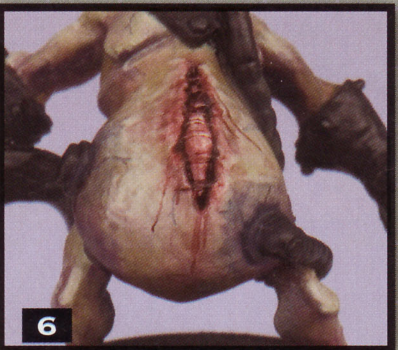
Step 3.) To offset the purple, apply a second shade using Battledress Green.



Step 4.) Return with a mixture of Beaten Purple and Coal Black to complete the shading process.



Step 5.) Apply a highlight of Thrall Flesh mixed with Menoth White Highlight to the model. The guts are then base coated with Ryn Flesh.

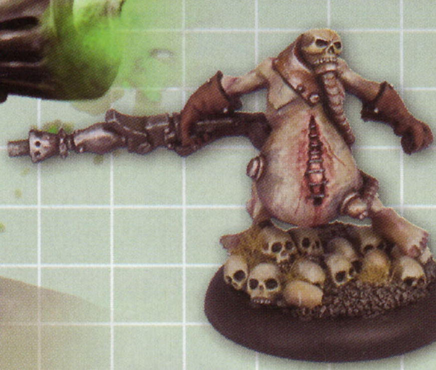


Step 6.) To complete the effect, mix Brown Ink, Red Ink and a dot of Thamar Black then wash the guts and apply some drips of "bloody bile" to the surrounding area.

FORMULA P3™

What You'll Need:

- Battledress Green
- Beaten Purple
- Brown Ink
- Coal Black
- Menoth White Highlight
- Ryn Flesh
- Thamar Black
- Thrall Flesh
- Red Ink



THE FINAL!

Encroaching Entropy CHALLENGE

The festering of **rot and disease**... The **corrosion** by time and elements... The stark beauty of **rust and decay**!

You could win a $50 US spending spree at the Privateer Press Store (store.privateerpress.com) and the adoration of thousands as we publish your model! Heck, we might even throw in something cool that we found on the desk of the Privateer Press studio.

As any Cryxian or necromancer can attest, rust, decay, and rot are beautiful things. Machines break down. Wood and cloth rot and crumble. People age and die. See if you can capture the essence of corrosion, the ever creeping presence of rust and rot, or the grimness of decay as time and entropy take hold.

Take a digital photo of your creation. Then, check out the rules and submission guidelines at:

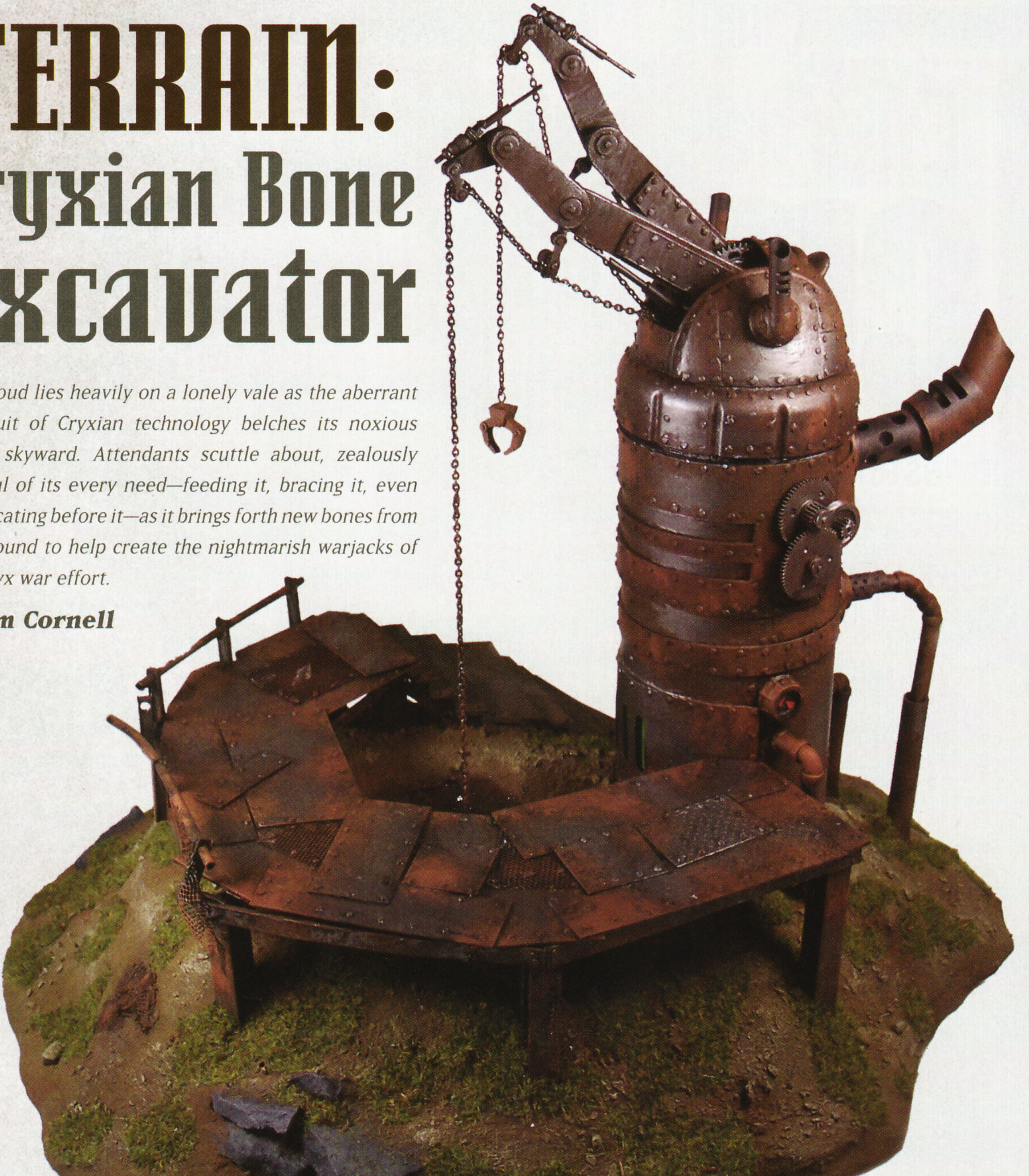
www.privateerpress.com/noquarter/challenge

Entries due by 11/1/08

How NOT to win this contest!

See the Winner of the Alternate Sculpt Challenge from No Quarter #18 on page 95!

TERRAIN:
Cryxian Bone Excavator



A cloud lies heavily on a lonely vale as the aberrant fruit of Cryxian technology belches its noxious fumes skyward. Attendants scuttle about, zealously mindful of its every need—feeding it, bracing it, even supplicating before it—as it brings forth new bones from the ground to help create the nightmarish warjacks of the Cryx war effort.

By ***Jim Cornell***

ADVANCED
LEVEL
TERRAIN

When I saw the sketch that Rob Hawkins, Privateer Press' Hobby Content Manager, had drawn of a bone excavator, I was thrilled at the prospect of creating a cool piece of terrain for No Quarter. Cryx combines some of the best elements of horror, decay, and nightmarish insanity, which translates into extremely cool terrain.

Although I had a sound concept, I decided to take things a step further by including an actual functioning light source to give the bone excavator the eerie glow iconic to most Cryxian machines. As such, this project is intended for intermediate to advanced terrain makers, though the materials and techniques employed are easy to get and simple to master.

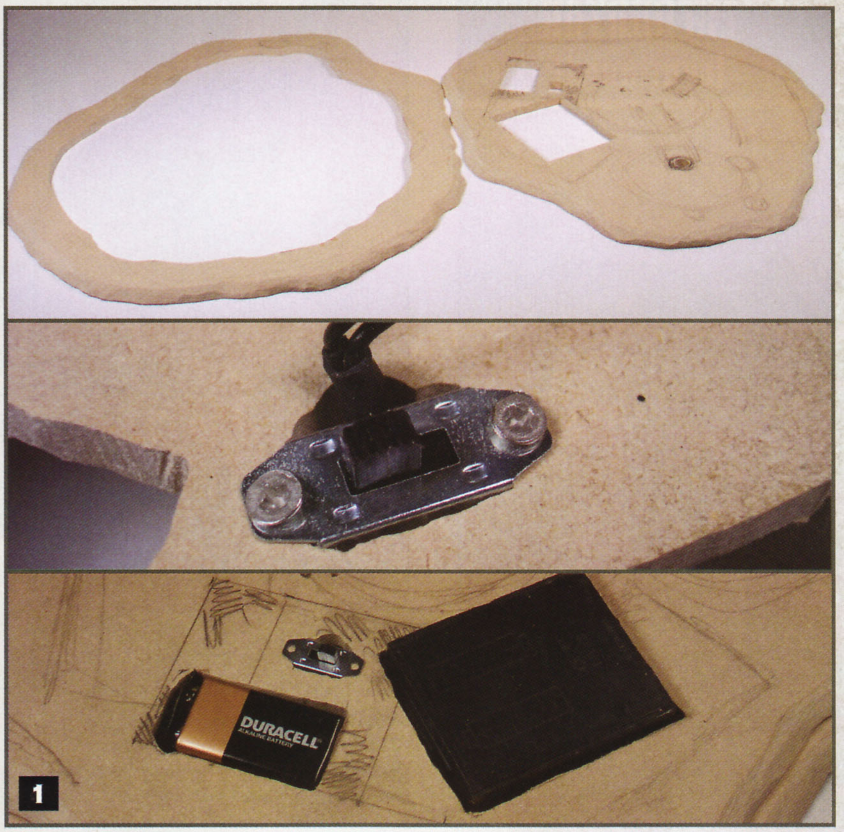
What You'll Need:

- 1/4" thick Masonite (2 pieces at 14" x 12")
- 1" thick Styrofoam®
- 1/4" width copper tubing
- 1/4" width plastic "H" beams
- "Sippy cup" lid
- 24 oz. soda can
- Plastic ball
- Sheet plastic or Styrene
- Sintra® sheet
- 5 Super glue rings
- 3/4" width PVC pipe
- 5/8" width PVC pipe
- Various plastic gears, tubes, and lids
- Steel mesh
- Frosty Mylar
- Paper mache (Celluclay)
- Green felt
- 2 small chains
- 2 water bottle spout lids
- Dirt or sand
- Optics and Lights
- 15-watt bulb
- 9-volt battery
- 3mm fiber optics (2 feet)
- 2mm fiber optics (3 feet)
- 1 1000m illuminator
- Mini Christmas lights with power supply

Tools & Adhesives

- Dremil® (with cutting wheel attachment)
- Drill with 1/8" and 1/2" drill bits
- Scroll saw
- Hot glue gun
- Wood burning tool
- Tape and Adhesives
- Formula P3 Modeling Putty
- Masking tape
- Electrician's tape
- Duct tape
- Formula P3 Super Glue
- White glue
- Plastic cement
- Caulk-type adhesive

BASE



1

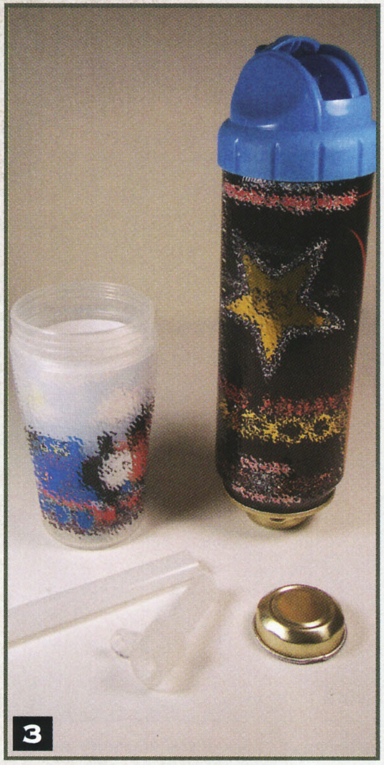
Step 1.) Sketch the outer edge of the terrain piece on a 14" by 12" piece of 1/4" Masonite and cut it out with a scroll saw. Trace this shape onto a second piece. Using the traced line, draw two new lines on the second piece, one 1/2" inside the traced line and the second 1" inside of the first. On the second piece, sketch out where the different parts will go. Using the saw, cut holes for the power supplies and on/off switch, and then drill holes for the optics. Cut the two new lines with a scroll saw. Use a Dremil to bevel the edges of both pieces and glue the smaller piece to the larger one with white glue. Next, attach the optic switch and power packs.

THE BONE EXCAVATOR

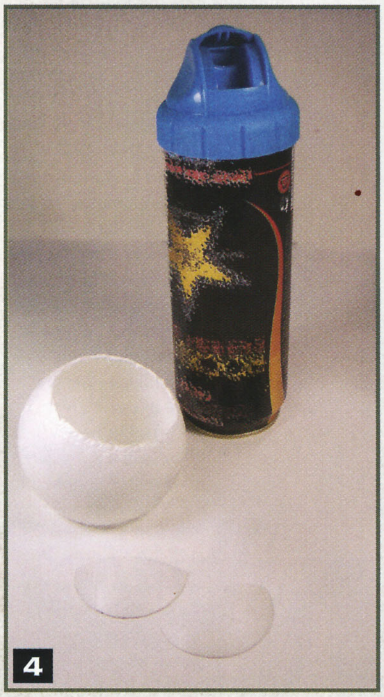
2

Step 2.) The more I looked at the concept sketch the more its top haunted me. Where had I seen that shape before? Not until I was cleaning out a kitchen drawer did I discover an old "sippy cup" my daughter Jenzen used to use. Surely she wouldn't miss it. Wrong! But $5.00 later it was mine! I needed a tall cylinder shape that had the same circumference as the cup top, so I took the top to the grocery store and put it on a bunch of cans until I found a 24 oz. can of a highly popular energy drink that fit perfectly.

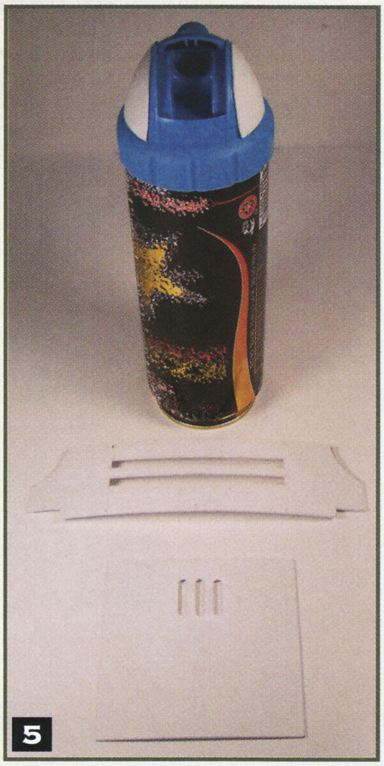
THE BONE EXCAVATOR (continued)



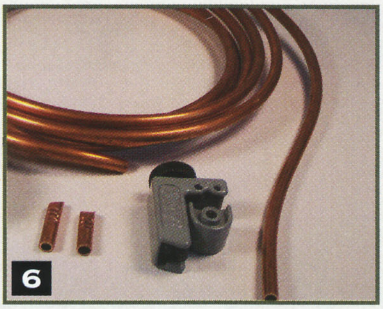
Step 3.) Remove the straw portions of the sippy cup top and attach it to the bottom of the can.



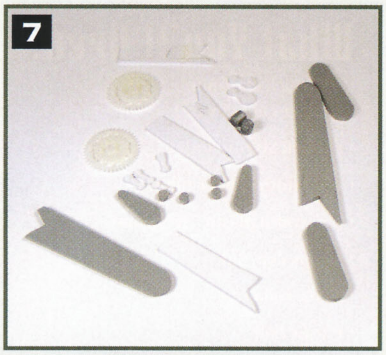
Step 4.) Take the plastic ball and cut two pieces to fit over the concave sides of the top. Form some panels in the pieces with a Formula P3 Hobby Knife, and glue them to the top. Use Formula P3 Modeling Putty to fill any gaps.



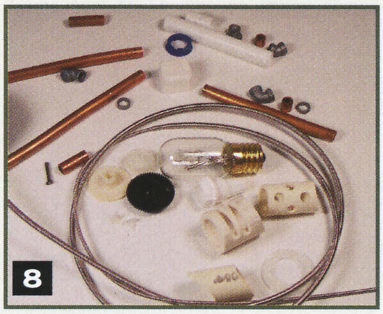
Step 5.) Cut the front panels out of styrene. Hold the lower panel in place and trace the three small windows onto the can with a marker. Cut a single hole in the can with your hobby knife so that once the panels are in place, you can see through the windows and into the can. To give the panels the curvature you want, place them into a pan of boiling water for five minutes, then remove and attach them to the can with rubber bands. Allow them to cool and solidify before gluing them in place.



Step 6.) The two exhaust pipes on the top of the rig came from 3/4" to 1" lengths of copper tubing. Using a Dremil with a wheel tool attachment, cut one end at an angle with three vents into the sides. Some brands of superglue have a small band under the lid that keep the glue from drying out while it sits on the store shelves. Upon removal of the band, you are instructed to twist the top to puncture a glue-filled bladder allowing the glue to flow. I have always thrown these bands in my morgue (box of parts) and used a number of them on this terrain piece. Glue a band on the plastic ball piece on each side of the excavator's top. Use Modeling Putty to attach the exhaust pipes to the bands. The rear exhaust is made from PVC pipe.



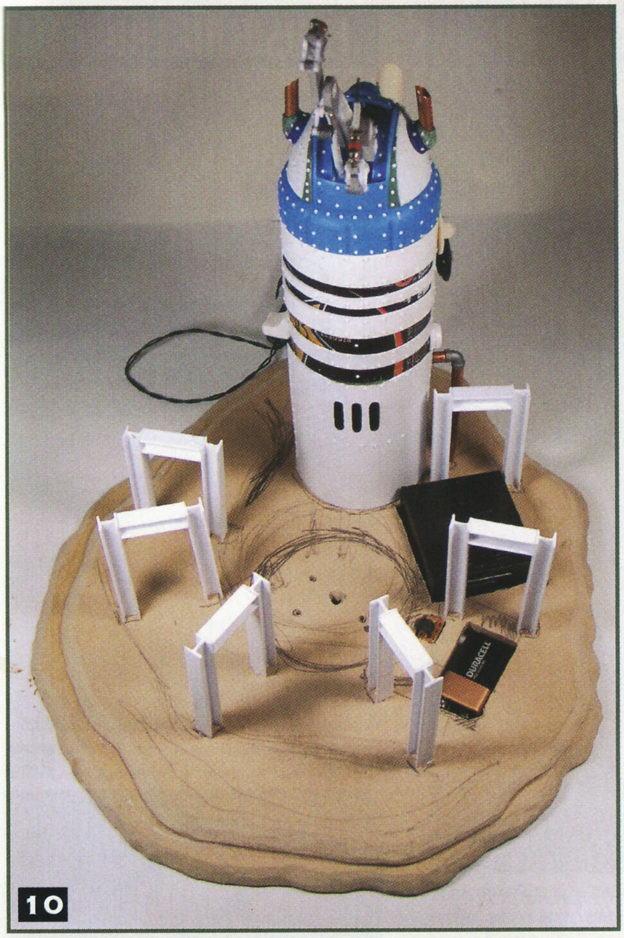
Step 7.) Cut the mechanical arms from Sintra and the reinforcement braces from sheet plastic, using the Arms Template. This template is available for download at www.privateerpress.com/noquarter/webextras. Glue some plastic tubing, rivets, and other spare parts on the arms. (I added a couple of old valve stems I found on the ground outside a tire repair shop).



Step 8.) Look inside your parts bin, pick out some interesting parts, and glue them to the bone excavator as desired. The pipes shown here are 1/4" width copper tubing. Next, punch a hole on the left and right side of the can, where the optics will later get added.

9
FORMULA
P3
Wurm Green
FORMULA
P3

Step 9.) Paint a piece of Mylar with Necrotite Green and Wurm Green. When dry, attach it to the inside of the can (over the hole) with tape. Be sure to apply the paint to the frosty side of the Mylar—it has a bit of tooth to it that helps hold the paint and keeps it from beading up.

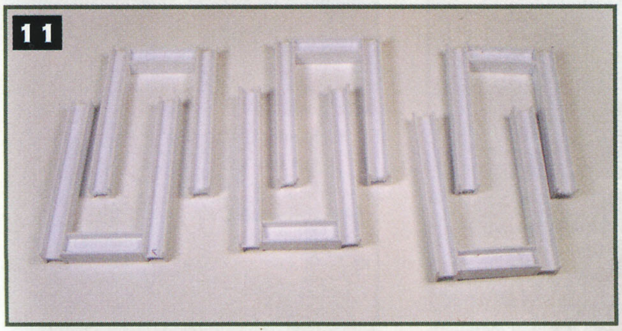


10

Step 10.) Insert the first light of the strand of mini Christmas lights through the 1/2" hole drilled into the base below where the bone excavator would go. Thread the light at the end of the string into the can and out the hole on the left side. Put tape on it so it doesn't pull back through the hole as you continue to work on other parts. The rest of the lights are then stuffed through the base and into the can. Turn the lights on to make sure they work before continuing. Paint a small circle of Mylar to look like a pressure gauge and place it inside a small piece of plastic ring that you trim from a lid, then attach it to the bone excavator at the hole on the right side. Finally, attach the entire Bone Excavator assembly to the base with a hot glue gun.

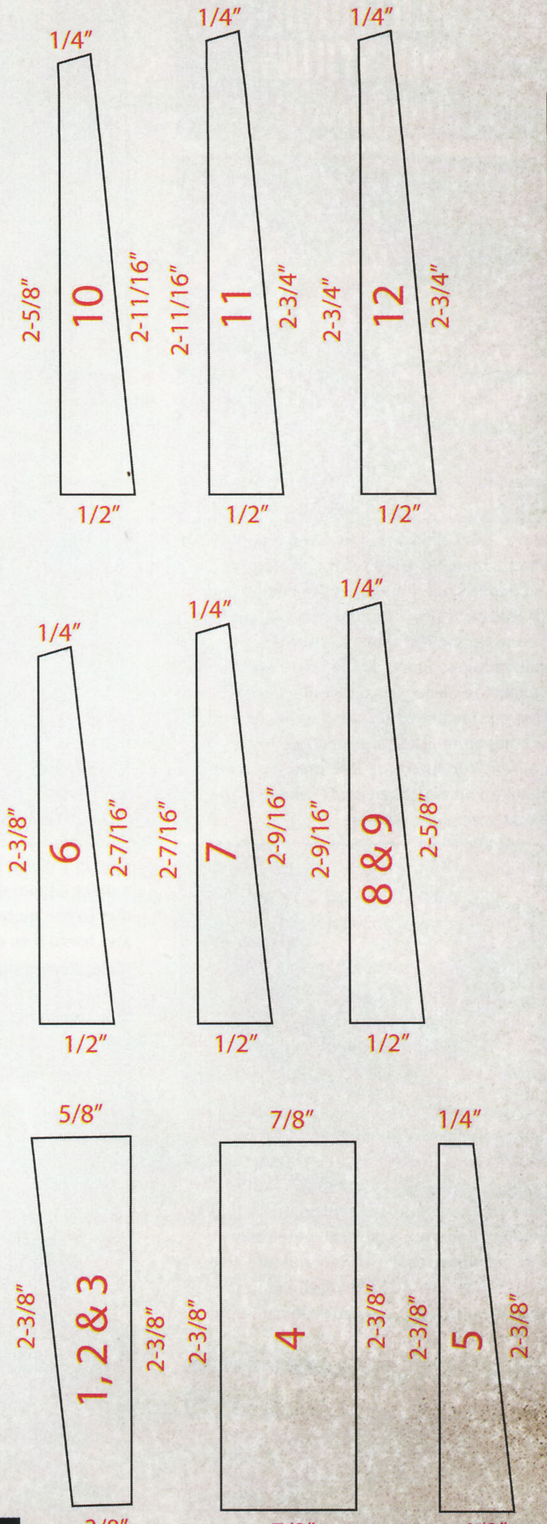
PLATFORM AND STAIRS

11



Step 11.) Create the understructure of the platform by making six supports using plastic 1/4" 'H' beams. Each support required two 2-1/2" and one 1" lengths that are joined together with plastic cement. Attach the supports to the base with a hot glue gun and connect them with strips of plastic, then glue your rivets in place.

The two stair supports are made in the same fashion as the platform supports. One required two 1-1/2" beams with a 1" cross beam and the lower one needed two 1/2" beams with a 1" cross beam. Glue each of them together and attach them to the base.



12

Step 12.) For the stairs, I wanted each riser to be 1/4" with a small landing between the top of the platform and the ground. Since the small landing stood an inch below the main platform and the risers were 1/4" each, I knew that I needed three "pads" (not including the platform or landing). The following graphic shows a template with the measurements I used, but yours may vary slightly. I suggest that you do the math yourself to get a good fit. If you want a rickety staircase look, vary the pad and riser measurements so that they are not uniform. Larger, scaled templates are available for download at: **www.privateerpress.com/noquarter/webextras**

★ Find all the templates for this ADVANCED LEVEL TERRAIN article available online for download
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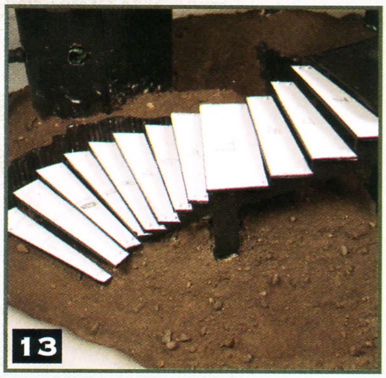
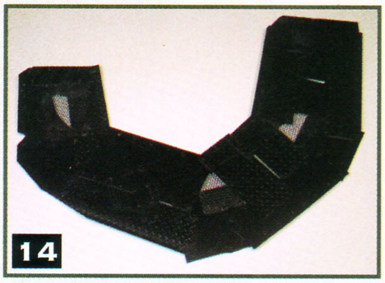
PLATFORM AND STAIRS (continued)

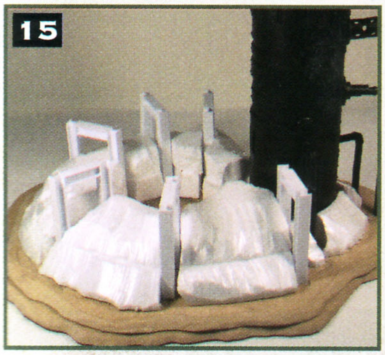

13

Step 13.) Cut the stair pads out of sheet plastic. I re-measured each pad support and added 1/16″ overlap off the front and 1/8″ off each side. Because you'll paint the ground below the stairs, do not glue the pads to the supports at this time. I wrote the number on each pad as I went to keep them from getting mixed up. Re-measuring each pad may seem like an unnecessary step, but it allows you to create a custom fix to any mistake you may have made when cutting the pad and riser support.


14

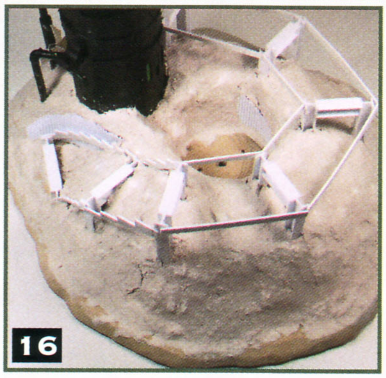
Step 14.) To create the platform, cut up scraps of plastic sheet and steel mesh and lay them in place in a haphazard fashion. When you have laid out enough pieces to cover the entire platform, glue them together where they overlap and add rivets. Be careful not to glue the platform to the supports at this time so that you can paint the ground below more easily.

EARTHWORKS

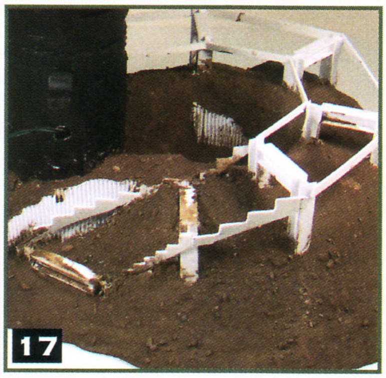

15

Step 15.) To raise the base, cut 1″ Styrofoam® and attach it to the base with a caulk adhesive.

EARTHWORKS

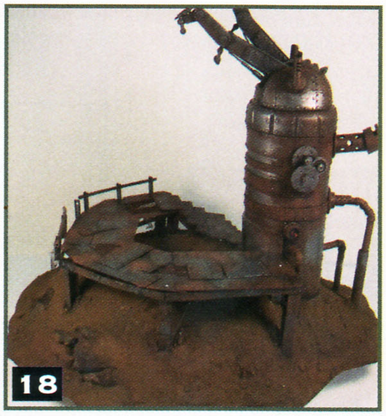

16

Step 16.) Round out the hill and fill the gaps in the foam with Celluclay.


17

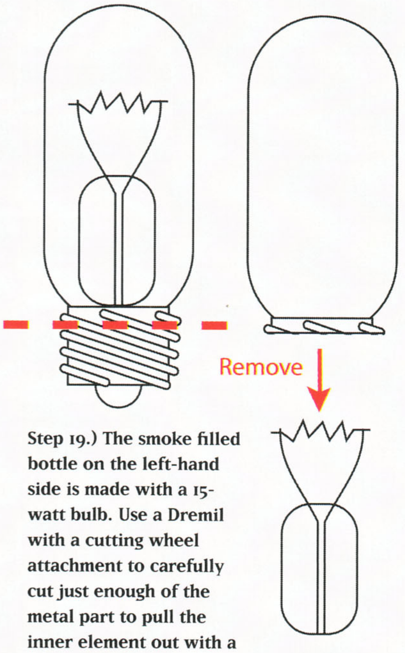
Step 17.) While the Celluclay is still wet, add a piece of metal mesh and some rocks. Affix dirt to the piece with thinned white glue and leave it to dry overnight.

PAINTING & ASSEMBLY


18

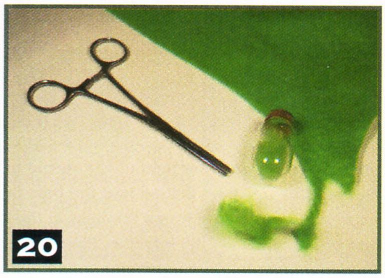
Step 18.) Once everything has dried, thin down a wash of Umbral Umber and apply it all over the dirt. When dry, cover the dirt with thinned coats of Bootstrap Leather and Gun Corps Brown. For the metal parts, undercoat everything black and block in some Pig Iron in places. Add a 1:1 mixture of Umbral Umber and Bloodstone where you want it to look rusty and then wash it with Armor Wash. Finish the dirt with drybrushed layers of Hammerfall Khaki and Bastion Grey. Highlight the metal parts with Quick Silver and Bloodtracker Brown. Once everything is dry, glue the stairs and platform in place and allow them to dry overnight.

FINISHING TOUCHES

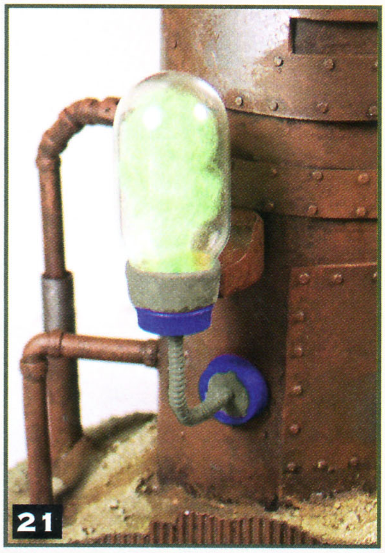


Step 19.) The smoke filled bottle on the left-hand side is made with a 15-watt bulb. Use a Dremil with a cutting wheel attachment to carefully cut just enough of the metal part to pull the inner element out with a pair of tweezers.

19

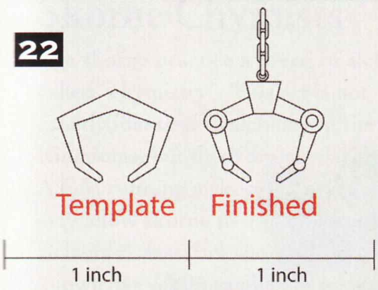

20

Step 20.) Pull apart a piece of green felt and stuff it into the bulb to create the green smoke effect.


21

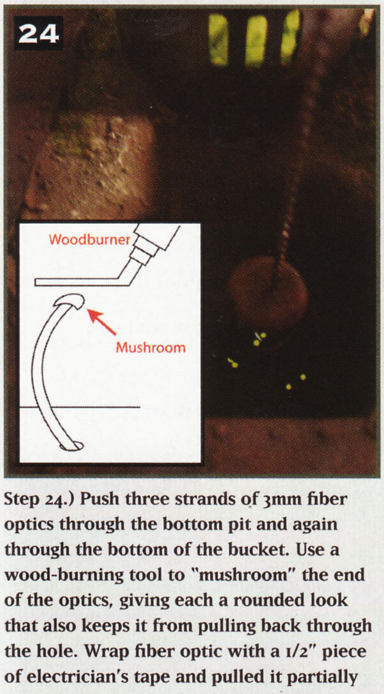
Step 21.) Thread two superglue rings onto the Christmas light you threaded through the can in Step 2. Next, give the wires and the base of the bulb a coat of Modeling Putty, which should hold all the parts in place when it cures.

22

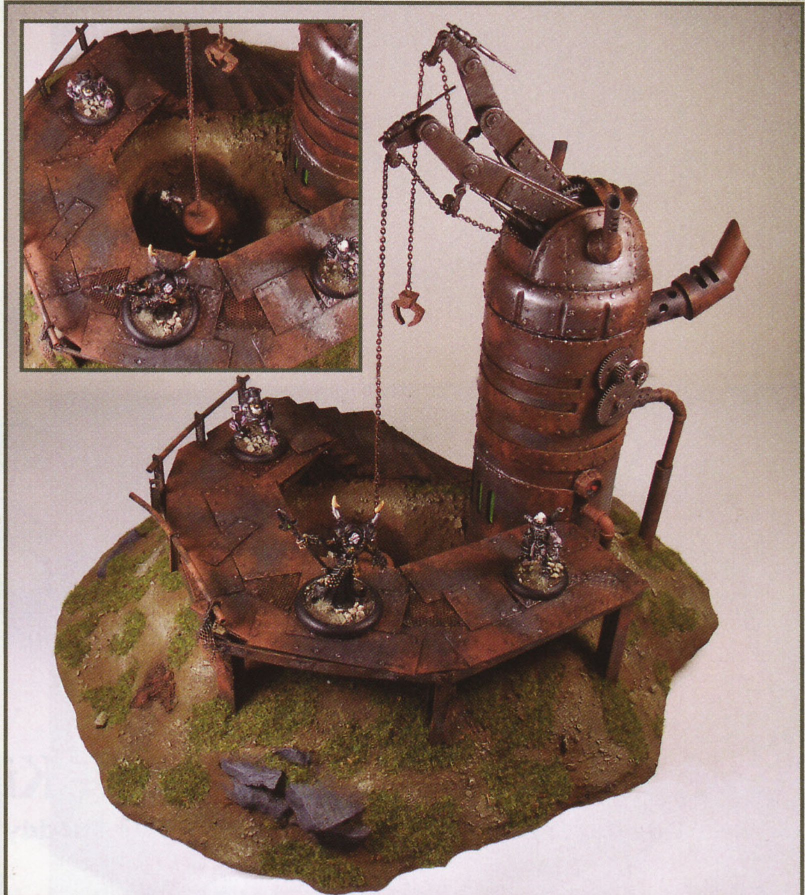


Step 22.) Using the template shown here, create the claw by cutting it out from a sheet of Sintra. Attach pieces of sheet plastic and a few rivets. Drill a small hole in the top and glue a chain in place.

Step 23.) The Bone Excavator has a bucket that hauls up the bones from below. To make this, begin by cutting an opening in a water bottle spout lid. Then, glue this to a matching lid. Drill three holes in the bottom to accommodate the optics and a hole in the top to attach the second chain.



Step 24.) Push three strands of 3mm fiber optics through the bottom pit and again through the bottom of the bucket. Use a wood-burning tool to "mushroom" the end of the optics, giving each a rounded look that also keeps it from pulling back through the hole. Wrap fiber optic with a 1/2" piece of electrician's tape and pulled it partially through the hole in the bottom of the pit to prevent light from leaking out. Thread 2mm fiber optic strands through other holes in the bottom of the pit and "mushroom" them as well. Then, pull them back flush with the bottom of the pit and give all of the "mushrooms" a dot of thinned green wash. Wrap all of the fiber optics with electrician's tape and attach the 1000m illuminator. Finally, switch it on to make sure it works.



Step 25.) Thread the chains up through the arms and glue them into place. Give each chain a thin coat of super glue to stiffen them up. Lastly, paint the metal portion of the smoke-filled bulb, claw, bucket and both chains in the same manner as the rest of the metal of the Bone Excavator.

With the lights turned down, you can see the subtle, but eerie internal lighting.

Conclusion

Now turn off the lights and see the evil glow! The Bone Excavator is now complete and ready to serve as a great centerpiece of your gaming table.

This project was a lot of fun, and although I don't expect anyone to recreate it exactly as pictured here, I hope that some of the techniques may be useful to you in a future project.

ADVANCED
LEVEL
TERRAIN

TERRAIN
TEMPLATES!

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ADVANCED LEVEL TERRAIN
article available online for
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Sign & Sigil:

By Mortar, Pestle, & Grenade

Alchemists in the Iron Kingdoms

By **Douglas Seacat** and **Eric Cagle** · Art by **Brian Snoddy** and **Florian Stitz**

Arguably the oldest arcane art in the Iron Kingdoms, alchemy's roots and practices predate the Gift of Sorcery by centuries. The practice of alchemy since the rise of the Iron Kingdoms increasingly draws on more reliable spell-based arcane arts than their haphazard predecessors. Alchemical formulae and discoveries form an essential element of mechanika. These mixtures have seemingly infinite useful applications, from acids to liquefy solids or etch metals, healing ointments and salves, explosive mixtures for firearms, and a wide variety of weapons and utilitarian substances.

This article includes is a new adventuring class for the Iron Kingdoms—the Combat Alchemist. These brave and half-mad students of the eldest arcane art have adapted their studies to practical application in an often violent profession. They do not study alchemy for the pure joy of experimentation and science, nor do they practice this trade as a commercial venture. Other alchemists may spend their time slaving over hot burners in sealed laboratories, universities, and city markets. The combat alchemist walks unafraid into danger and uses his mixtures as a weapon to arm himself against the dangers of western Immoren, whether on the battlefield, while exploring dangerous wilderness areas, or facing horrors lurking on the Scharde Islands or in subterranean Orgoth ruins.

Both kingdom militaries and mercenary companies value the pragmatic approach of these battle-ready apothecaries, yet even seasoned veterans fear the recklessness which often marks these men and women.

NPC Alchemists

It is not necessary for all characters that practice alchemy to have levels in the Combat Alchemist class. Indeed, most NPCs referring to themselves as "alchemists" are best represented as Experts specializing in Craft (Alchemy). Some of these may also have the Arcane Catalyst feat, learning a few spells by methods detailed in the Arcane Sage ability. Others may be low level wizards, clerics, or individuals with levels in these classes focusing on alchemy.

Sample Expert Alchemist

N Human (Thurian) Expert 10

Hit Dice: 10d6+20 (119 hp)

Senses: Listen +0, Spot +0

Initiative: +1

Speed: 30 ft.

Armor Class: 12 (+1 Dex, +1 armor, touch 11, flat-footed 11)

Base Attack/Grapple: +7/+6

Full Attack: +6/+1 short sword (1d6-1)

Space/Reach: 5 ft./5 ft.

Special Qualities: acid resistance 3, cold resistance 3, fire resistance 3

Saves: Fort +7, Ref +4, Will +7

Abilities: Str 8, Dex 12, Con 15, Int 18, Wis 11, Cha 10

Skills: Appraise +17 (+19 Craft checks), Bluff +13, Concentration +15, Craft (Alchemy) +20, Craft (Demolitions) +20, Knowledge (Arcana) +20, Knowledge (nature) +17, Profession (Alchemist) +13, Search +17, Spellcraft +24

Feats: Great Fortitude, Skill Focus (Craft [Alchemy], Craft [Demolitions], Knowledge [Arcana]), Spellcraft)

Gear: Short sword, Alchemists' Apron, Alchemists' Beard, alchemy lab

Skorne Chymists

The skorne practice a breed of alchemy called "chymistry". This art is not exactly identical to alchemy in the Iron Kingdoms, but there are similarities. A GM running a skorne campaign may allow skorne to utilize the combat alchemist class, but should base arcane knowledge on the spell list provided for Mortitheurgy. Chymical mixtures are not the same as alchemical mixtures. This article does not provide specific examples of such mixtures and does not include a modified spell list for skorne. GMs feeling adventurous can adopt alchemical mixtures for chymistry on a case by case basis, as suits their campaign. One notable difference is that there are no chymical mixtures or potions providing healing. The closest approximation is salves allowing the imbiber to turn lethal damage into nonlethal damage.

Revised IK Alchemy

Skills & Feats

Craft (demolitions) *revised* skill

This skill as originally presented in the *IKCG* (p. 143) did not detail the crafting of grenades. The skill is mainly used to prime and set demolitions, but can also be used in conjunction with Craft (alchemy) to craft grenades. DCs and minimum skill required for these checks are in the tables on p. 52. The skill to craft grenades is rare outside the military, but members of the combat alchemist class are versed in these techniques.

Note that the cost of blasting powder (which has been reduced, see sidebar, p. 48) is included in the cost of creating any explosive grenade. Creating these grenades requires access to a sufficient quantity of blasting powder, as well as to the proper tools. Crafting metal grenades requires a forge unless the individual using this skill has access to these components crafted in advance.

Arcane Catalyst (Item Creation)

The character is capable of replicating spell effects by alchemical mixtures to create mixtures called *unstable potions*.

Prerequisites: Craft (alchemy) 4 ranks, Knowledge (arcana) 4 ranks, Spellcraft 4 ranks.

Benefit: This feat allows the character to combine alchemical ingredients with a reusable catalyst to create unstable potions replicating the effects of specific known spells (see Arcane Catalyst Spell List, p. 51). Most unstable potions are liquids stored in sealed glass bottles, but they may also be gas canisters, salves, powders, or oils, as is appropriate for a specific spell effect.

Using this feat requires one hour of uninterrupted time, a portable alchemy kit or a full alchemist lab, a catalyst set, a liquid base (water, wine, oil, etc.), suitable containers (flasks, vials, potion bottles, etc.), a fire source, and access to a spellbook, spell notebook, scrolls, or the equivalent containing the spell(s) being prepared. This feat can be used once per day to produce a total number of unstable potions equal to the character's 1 + Intelligence modifier. Each use of the feat consumes a single use of the portable alchemy kit, regardless of the number of unstable potions produced. The process abstracts the implied consumption of unspecified ingredients regularly accumulated by the character. There is no additional required cost other than the initial purchase of the catalysts, the portable alchemy kit, and any disposable materials not provided by the alchemy kit. Replicating a spell with a significant material component cost requires using that material component or an equivalent cost in substitute materials.

Unstable potions created by this feat are useful for 24 hours, becoming inert after this period.

Skill Check: No skill check is required when initially mixing unstable potions, but the character must pass a Craft (Alchemy) skill check (DC 15 + spell level) when throwing, ingesting, or applying an unstable potion. A natural roll of 1 is always a failure. A failed check requires a roll on the appropriate Unstable Potion Failure chart (see p. 47).

Arcane Catalyst Craft (Alchemy) Modifiers

The following modifiers are applied to this Craft (Alchemy) skill check. Modifiers are based on circumstances when first using the feat to create the unstable potion:

Modifier	Condition
+2	Fully stocked alchemy lab (not portable alchemy kit)
+3	Use of exceptional ingredients (costing at least 10 gp/spell level)
-5	Using depleted alchemy kit and/or fully improvised ingredients
-10 (each)	Improvising a required element which is missing (fire source, customary base, containers, or catalysts)

Gobbers have long been some of the Iron Kingdoms' premier alchemists.

TATZ BON POU
ONKAR SPIT
MO DE
X ACID
VEKTIS EGG POWD
BORAX WATER
OIL SNAKE FOG
CRYIT SPIDER ACID
BLAK TROLL BLOOD

Unstable Potion Failure

Creating unstable potions is more of an art than a science, as these concoctions attempt to duplicate arcane spells by unpredictable alchemical substitutions. Even when the alchemist follows every step, there is a chance these potions will settle poorly or undergo unexpected secondary reactions. It is impossible to know if an unstable potion will work properly until employed. As described in the Arcane Catalyst feat, a character using this feat does not roll a Craft (alchemy) check when making the potion, but instead when it is thrown or applied/ingested. The following tables apply when this check is failed. Combat alchemists who fail while attempting to use the Hasty Concoction ability (p. 49), roll twice on the appropriate table and take the higher result.

Thrown Unstable Potion

d%	Result
00-65	**Fizzle:** The unstable potion produces no effect whatsoever.
66-75	**Early Discharge:** The unstable potion activates at half the distance, to a minimum of 1 square away from the thrower.
76-80	**Delayed Effect:** The unstable potion activates 1d4 rounds after it is thrown. Picking up the container before this time activates it immediately.
81-85	**Leaky Stopper:** The potion's effectiveness is reduced as the contents spill out. The unstable potion's duration and damage are halved (rounding down). Save DCs are reduced by 2.
86-90	**Foul Smoke:** The unstable potion only produces a thin cloud of foul smelling smoke that fills the 5-foot square where it lands, providing concealment for 1 round.
91-95	**Greasy Slime:** Regardless of the spell level, the unstable potion produces the equivalent of a *grease* spell in the square where it lands for 1d3 rounds.
96-98	**Tough Container:** The container holding the unstable potion remains intact, allowing it to be picked up and thrown again. Reroll the Craft (alchemy) check.
99-00	**Cracked Container:** The unstable potion immediately activates on the square occupied by the thrower.

Applied/Ingested Potion

d%	Result
00-65	**Fizzle:** The unstable potion produces no effect whatsoever.
66-75	**Slow Reaction:** The unstable potion activates 1d4 rounds after it is applied/imbibed.
76-80	**Leaky Stopper:** The potion's effectiveness is reduced as the contents have spilled. The potion's duration and any numerical effects are halved (round down).
81-85	**Toxic Remnants:** The unstable potion works normally, but includes poisonous elements which cause 1d3 points of temporary damage to a single attribute, chosen on a random 1d6 roll (1=Str, 2=Dex, 3=Con, 4=Int, 5=Wis, 6=Cha) unless the recipient makes a Fort Save (DC 15 + spell level).
86-90	**Noxious Brew:** Not only does the potion fail to work, the target is nauseated for 1d6 rounds. Poison resistance or immunity negates this effect.
91-94	**Paralytic Poison:** The unstable potion fails to work and the target is immediately stunned for 1d3 rounds. Poison resistance or immunity negates this effect.
95-98	**Explosive/Flammable Reaction:** Rather than working as intended, the potion either explodes if ingested or ignites if applied, causing 1d4 fire damage per spell level to the recipient. (Fort Save DC 15 + spell level for half damage.)
99-00	**Chaser:** Roll twice on this table and apply both effects to the target. Ignore the Fizzle result if a higher effect is also rolled. For each additional roll of 99-00, roll another time on the table. If either roll indicates an effect other than Fizzle which includes the potion not activating, the potion does not activate, but delivers all applicable negative results. For example, a roll of Toxic Remnants + Explosive/Flammable Reaction on a 3rd level spell would create a potion which does not activate, inflicts 1d4 points of temporary ability score damage and also inflicts 3d4 fire damage to the recipient.

The IK Combat Alchemist Class (CoAl)

Drink this and you can jump right into that fire. Full refund if it doesn't work!

— Garwin Matherby, combat alchemist

In the modern era, the combat alchemist has become synonymous with "explosive expert" as these men and women have found a lucrative and successful niche creating and improving a variety of grenades and bombs. While many of these "field scientists"—using such a term generously—are also fond of firearms, they find a pure and beautiful violence in the art of engineering massive explosions. Why limit oneself to a pistol to shoot one adversary at a time, they ask, when a grenade can take out an entire batch of them all at once?

The combat alchemist is interested in a wide variety of chemical and arcane interactions. This includes the mixing of powerful acids, chemicals which create poisonous vapors, or finding ways to compress air itself so tightly its release can hurl people to the ground. Theirs is a fascination in science and magic along with exploring the practical applications of both, particularly on the field of battle. This puts them in similar company as others of like mind, including arcane mechaniks, wizards, pistoleers, or soldiers who appreciate the weapons they can produce.

Working around dangerous substances and employing them in the field requires a special mix of courage, hardiness, and nimble alacrity. The combat alchemist must be shrewd of mind as he delves into the deeper mysteries of arcane lore seeking ways to extract power from purified liquids, powders, and catalysts. Many would-be combat alchemists have had their careers foreshortened by disfiguring burns, lost arms, legs, eyes, hearing, or by having their lives ended by an ill-timed explosion.

Description

The combat alchemist is a skill-based class occupying a role combining aspects of rogue and wizard classes. While combat alchemists are sometimes sneaky and benefit from attacking from ambush, they lack social and larceny skills. The combat alchemist studies chemical and alchemical interactions and must become an expert on arcane fundamentals. Unlike a wizard, the combat alchemist does not actually cast spells, but he knows how they function. The combat alchemist uses physical substances and mixtures to fuel spell-like effects. By formula and mixtures, he distills spell power into unstable potions. The combat alchemist can create these short duration potions to adapt to the challenges of his surroundings and to attack his enemies.

The combat alchemist will never have the combat skill of a rogue or the broad arcane mastery of a wizard, although some individuals dabble in each of these fields. The alchemist stands ready to meet the needs of nations hungry for blasting powder, grenades, and similar tools. In battle, the combat alchemist relies on an assortment of explosive, flammable, and debilitative projectiles.

Combat Alchemists in the Iron Kingdoms

Combat alchemists find themselves outnumbered by their less adventurous counterparts, and are found in small numbers across the Iron Kingdoms. Llael once boasted several prominent combat alchemists and some of these individuals have joined the Llaelese Resistance. Others have turned collaborator, now working alongside the Khadoran military.

The largest collection of combat alchemists exists in northern Cygnar and Ord, including former citizens of Llael who fled to find sanctuary elsewhere. Combat alchemy is less common in Khador, but such individuals do exist, often in the employ of the Khadoran military. The army employs them to work on blasting powder or helps with refinement to mortar, cannon, or warjack ordinance.

Humans make up the majority of this class, but gobbers have earned a reputation as exceptional combat alchemists. Their natural affinity for alchemy, long ingrained in their culture, combined with remarkable manual dexterity make them naturals. Not many trollkin dabble in the art, although certain independent trollkin kriels have begun to rely more and more on blasting powder and firearms, which may draw trollkin to learn these skills in the years to come. Their resistance to poisons is certainly helpful. Certain notable trollkin mercenaries, such as Greygore Boomhowler's company, have integrated alchemical grenades and firearms into their tactics. There are no known ogrun combat alchemists. Some theorize that their lack of sorcery and inability to understand wizardry prevents them from mastering the fundamentals.

Aurum Ominus Alchemist

Most combat alchemists are members of the Order of the Golden Crucible. Since Khador's occupation of Llael, the majority belong to one of the branches of the "Free Order of the Golden Crucible", which no longer consider Leryn their headquarters. The fracturing of this organization and its resultant decentralization has loosened scrutiny on new members and reduced obligations by individual members. Larger concentrations of the order exist in Corvis, Fharin, Ceryl, Merin, and Midfast. Presently the organization has little ability to enforce its rules regarding yearly tithes. Members have found they can evade tithes by compensating with smaller bribes to local officers. 100 gp is usually a sufficient bribe to cover a character for a single season in the vicinity of one of the branches of the scattered organization.

It is highly recommended that new combat alchemist characters spend an initial feat on Aurum Ominus Alchemist (*IKCG*, p. 152). This provides access to alchemical facilities in many cities and has benefits such as reduced manufacture time and XP costs for actual potions. For combat alchemists, the feat's reduction in XP cost for potions also applies to creating blasting powder.

While the order has lost its monopoly on blasting powder and competition has driven the price on blasting powder down, this group retains the most widespread and reliable access to raw materials outside of the kingdom militaries. Members of the Free Order still produce the bulk of commercially sold blasting powder.

No Monopoly = Cheaper Powder!

We recommend an across the board reduction in blasting powder costs compared to the *IKCG*, lowering the market price of ammunition and blasting powder by 50% or more. This reduction in costs relates to the breaking of the monopoly on commercial blasting powder by the Order of the Golden Crucible since the occupation of Llael by Khador. As more alchemists learn the process of creating blasting powder, the available supply of powder has increased and competition has helped drive prices lower despite ongoing high demand. We suggest reducing the cost of a rifler's pound of blasting powder to 10 gp (versus 25 gp) and the price of a 20-pound keg to 200 gp (versus 500 gp), representing a 60% reduction.

Greylords Covenant

For individuals playing a campaign with Khadoran characters, a combat alchemist might prefer to join the Greylords Covenant. This organization does not have as many specific benefits for alchemy as the Order of the Golden Crucible, but does provide the support of a widespread and powerful organization along with access to its strongholds and laboratories. While the Greylords usually require at least a single level in a spellcasting class, there are exceptions. At the GM's option, these characters can include Greylord society feats in the list of bonus feats for the combat alchemist.

Game Rule Information

Abilities: Intelligence is the ability of primary importance to a combat alchemist, affecting his Craft (alchemy) skill rolls, total skill points, and also determining his ability to understand the arcane. Dexterity is also important for keeping the combat alchemist alive and to accurately hit the enemy with grenades and the unstable potions that mark this class.

Hit Die: d6

Class Skills

The combat alchemist's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Craft (Demolitions), Craft (Small Arms, Int), Decipher Script (Int), Disable Device (Int), Hide (Dex), Knowledge (arcana, dungeoneering, nature; Int), Move Silently (Dex), Profession (Wis), Search (Int), Spellcraft (Int), Survival (Wis).

Skill Points at 1st Level: (6 + Int modifier) x 4

Skill Points at Each Additional Level: 6 + Int modifier

Class Features

Weapon and Armor Proficiencies: Combat alchemists are proficient in all simple weapons and with light armor, but not shields.

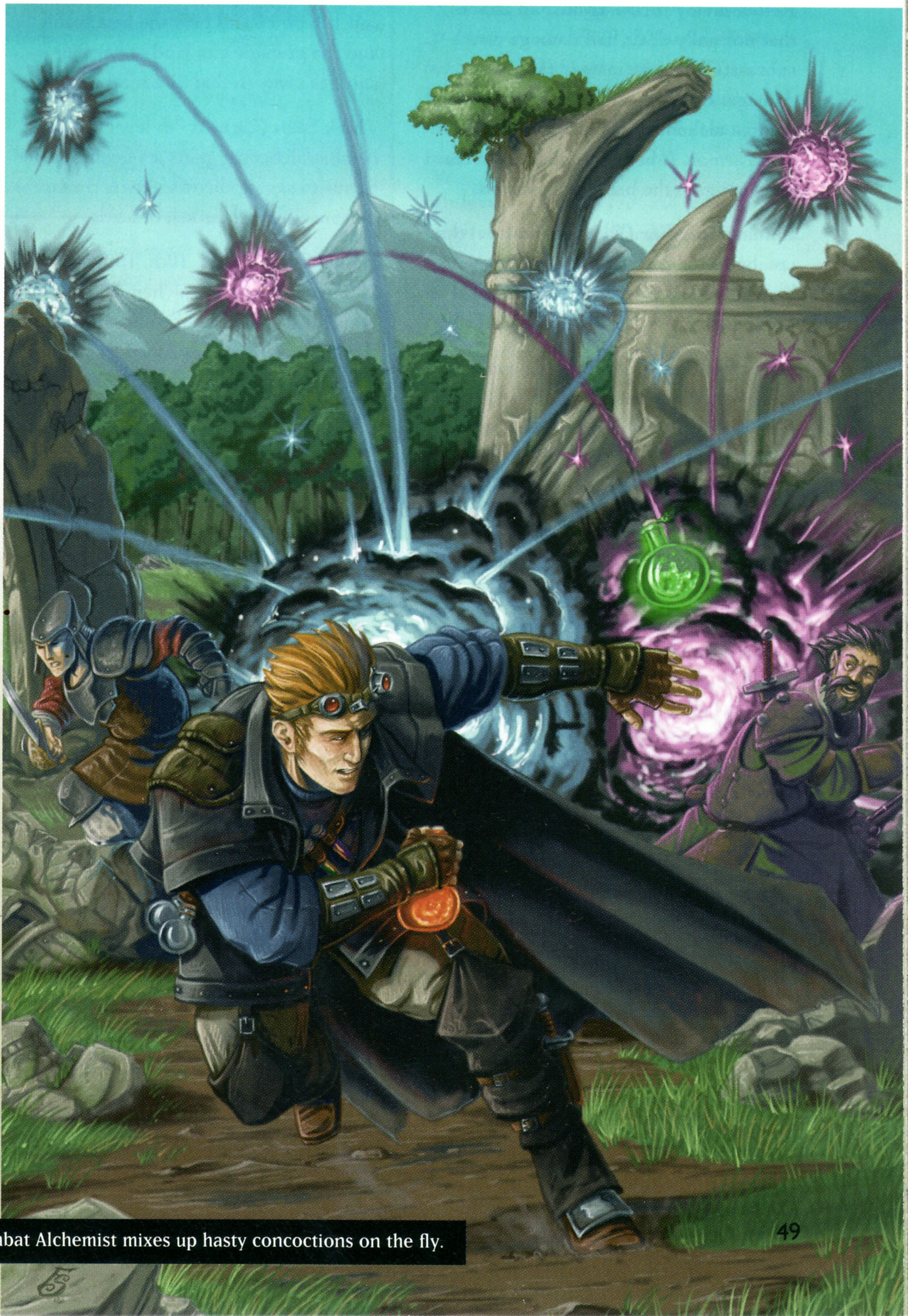
Arcane Catalyst & Skill Focus (Craft [Alchemy]): At 1st level the combat alchemist gains Arcane Catalyst and Skill Focus (Craft [Alchemy]) as bonus feats. The combat alchemist must still meet the prerequisites of Arcane Catalyst.

Arcane Sage: A combat alchemist does not cast spells, but learns the arcane theory underpinning spells. This ability allows a combat alchemist to learn spells and to qualify for the following feats which normally require caster levels: Brew Potion and Craft Blasting Powder.

Spells learned by this ability can be used with the Arcane Catalyst and Brew Potion feats. The Combat Alchemist Advancement Table indicates the highest level spell the character can learn and their equivalent caster level for purposes of creating alchemical mixtures and potions. This equivalent caster level adds to the highest level or any arcane caster level the combat alchemist may possess solely for the purposes of creating potions and alchemical mixtures. To learn a spell, the combat alchemist must have an Intelligence score equal to 10 + the spell level. The Difficulty Class for a saving throw against a combat alchemist's unstable potions is 10 + the spell level + the combat alchemist's intelligence modifier.

If the combat alchemist does not have previous levels in an arcane spellcasting class, he begins play with a spell notebook containing all 0-level spells and two 1st level spells of his choice from the Arcane Catalyst Spell List. At each new level in the class, the combat alchemist can learn one new spell of his choice. If the combat alchemist does not have access to *read magic* through another class, learning new spells beyond these requires access to a written copy of the spell and a Spellcraft skill check (DC 20 + the spell's level) which can be attempted once per day. Combat alchemists maintain notebooks for their known spells but use a different notation system than wizards or arcane mechaniks, including details on alchemical components used to replicate effects. If learning a spell from the notes of another combat alchemist, the DC is reduced by 5.

Hasty Concoction (Ex): At 1st level the combat alchemist learns how to rapidly mix extremely volatile and short-lived potions. This requires the combat alchemist to keep several reactive mixtures ready to undergo their final combination. Each day the combat alchemist can prepare a number of hasty concoctions equal to his Intelligence modifier. Use of this ability functions similarly to the unstable potions described in the Arcane Catalyst feat, except as noted. Making a hasty concoction takes a single full round action and creates a single unstable potion. The combat alchemist can use this ability even if he has brewed his limit of unstable potions for the day, although it does exhaust a single use of the portable alchemy kit. An unstable potion created by this ability lasts for 1 round/level of the combat alchemist, after which it becomes inert (although the duration of the effect itself is unaffected). Using this



A Combat Alchemist mixes up hasty concoctions on the fly.

ability takes full attention and therefore may require a Concentration check if the combat alchemist is distracted.

When throwing, ingesting, or applying a hasty concoction the combat alchemist must roll a Craft (Alchemy) skill check (DC equal to 20 + level of spell). Modifiers to this roll are identical to the Arcane Catalyst feat, except the only required elements are the portable alchemy kit, the catalyst set, and spell notebook. Failure requires rolling twice on the appropriate Unstable Potion Failure chart (see p. 47) and taking the higher of the two rolls.

Evasion (Ex): At 2nd level if the combat alchemist makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can only be used if the combat alchemist is wearing light armor or no armor. A helpless combat alchemist does not gain the benefit of evasion.

Smoke Breather (Ex): At 2nd level the combat alchemist gains a +4 competence bonus to saving throws versus inhaled poisons.

Brew Potion: At 3rd level the combat alchemist gains Brew Potion as a bonus feat. The combat alchemist can use this feat in place of Craft Wondrous Item for the purposes of creating dusts, elixirs, *sovereign glue* and *universal solvent*.

Hurler (Ex): At 3rd level the combat alchemist doubles the range increment of thrown weapons. When throwing a weapon not designed for that purpose, the character suffers a -2 penalty on the attack roll (rather than the standard -4).

Iron Gullet (Ex): At 4th level the combat alchemist gains a +4 competence bonus to saving throws versus ingested poisons.

Grenadier (Ex): At 5th level, the combat alchemist's costs to create grenades using Craft (Demolitions) is reduced by 50% and at the GM's discretion he can improvise materials used in the creation of grenades from appropriate items at hand without reducing the effectiveness of the weapon. For example, the combat alchemist can improvise an explosive grenade from blasting powder and assorted scrap metal, or create an effective incendiary grenade from a bottle of high-proof alcohol and strips of cloth.

Expert Hurler (Ex): At 6th level the combat alchemist gains a +1 bonus to his attack roll when throwing weapons. He can reroll once for direction after missing a target with a thrown splash weapon (including grenades), picking either of the two rolls. The combat alchemist can also choose after determining the direction to subtract one square from the range increment by which the missed throw deviates, to a minimum of a single square. For example, if a 6th level combat alchemist throws a grenade 3 range increments and misses, he can roll 1d8 twice and pick the best result, and the grenade can land either 2 or 3 squares away in that direction.

Thick Skin (Ex): At 7th level the combat alchemist gains a +4 competence bonus to saving throws versus contact poisons, injury poisons, or acids.

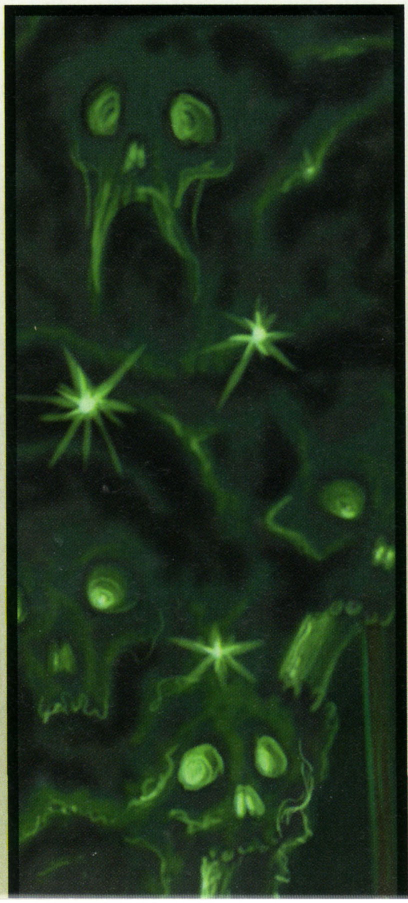
Bonus feats: At 5th, 10th, 15th and 20th levels a combat alchemist gains a bonus feat which can be chosen from the following list: Advanced Synthesis*, Alertness, Aurum Ominus Alchemist*, Combat Expertise, Create Blasting Powder*, Diligent, Dodge, Endurance, Exotic Weapon Proficiency (small arms)*, Great Fortitude, Improved Initiative, Lightning Reflexes, Magical Aptitude, Maximize Alchemy*, Mobility, Quick Draw, Salvage Ammunition*, Self-Sufficient, Skill Focus, Spell Focus, Spring Attack, Stealthy, University Education*.

**Feat described in the* Iron Kingdoms Character Guide.

Special Abilities

On attaining 11th level and every three levels thereafter (14th, 17th, and 20th), the combat alchemist gains a special ability of his choice from the following options.

- **Improved Evasion (Ex):** This ability works like evasion, except that while the combat alchemist still takes no damage on a successful Reflex saving throw against attacks henceforth he takes only half damage on a *failed* save. A helpless combat alchemist does not gain the benefit of improved evasion.
- **Demolitionist (Ex):** Once per day per point of his intelligence modifier, the combat alchemist can add one additional damage die (of the same base type) to a thrown splash weapon (such as a grenade), and can roll the damage roll twice, taking the highest result of the two rolls. Use of this ability is declared before rolling to attack. For example, an explosive blast grenade would deal 3d10 damage (instead of 2d10) and the combat alchemist would roll twice and take the better of the two rolls.
- **Skill Mastery:** Upon gaining this ability, the combat alchemist selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with these skills, he may take 10 even if stress and distractions would normally prevent him from doing so.
- **Trapfinding:** The combat alchemist with this ability can use the Search skill to locate traps when the task has a Difficulty Class higher than 20, as if he were a rogue. The combat alchemist can also use the Disable Device skill to disarm and bypass magic traps, as if he were a rogue.
- **Feat:** The combat alchemist may gain a bonus feat (chosen from the list above) in place of a special ability.



COMBAT ALCHEMIST ADVANCEMENT TABLE

Class Level	Base Attack Bonus	Fort	Ref	Will	Special	Arcane Catalyst Caster Lvl / Max Spell Lvl
1	+0	+2	+2	+0	Arcane catalyst, arcane sage, hasty concoction, Skill Focus (Craft [alchemy])	1/1
2	+1	+3	+3	+0	Evasion, smoke breather	2/1
3	+1	+3	+3	+1	Brew potion, hurler	3/2
4	+2	+4	+4	+1	Iron gullet	4/2
5	+2	+4	+4	+1	Bonus feat, grenadier	5/2
6	+3	+5	+5	+2	Demolitionist, expert hurler	5/3
7	+3	+5	+5	+2	Thick skin	6/3
8	+4	+6	+6	+2		7/3
9	+4	+6	+6	+3		8/4
10	+5	+7	+7	+3	Bonus feat	9/4
11	+5	+7	+7	+3	Special ability	10/4
12	+6/+1	+8	+8	+4		10/5
13	+6/+1	+8	+8	+4		11/5
14	+7/+2	+9	+9	+4	Special ability	12/5
15	+7/+2	+9	+9	+5	Bonus feat	13/6
16	+8/+3	+10	+10	+5		14/6
17	+8/+3	+10	+10	+5	Special ability	15/6
18	+9/+4	+11	+11	+6		15/7
19	+9/+4	+11	+11	+6		16/7
20	+10/+5	+12	+12	+6	Bonus feat, special ability	17/7

Arcane Catalyst Spell List

A character with levels in another casting class can only cast spells from this list if that spell is also included on the other class's spell list and the character is of a sufficient level to cast the spell in that class. For example, a wizard/combat alchemist who knows *silence* from this spell list cannot cast the spell, but can utilize Arcane Catalyst to create a *silence* unstable potion.

Using these spells with Arcane Catalyst to create an unstable potion changes certain aspects of the spell. The parenthetical after each spell indicates (range increment, target, and area of effect). Additional changes are footnoted. Unstable potions based on offensive spells are thrown weapons with the indicated range increment. If there is no parenthetical, the potion only affects the person drinking it. (Personal or 10') indicates the potion can either affect the person drinking it or the potion can be thrown with a 10' range increment.

0-level — *Acid splash (10'), arcane mark (applied to object), daze (10'), detect magic, detect poison, flare (10'), mending (applied to object)*

1st-level — *Detect thoughts, disguise self, endure elements, enlarge person (personal or 10'), expeditious retreat, faerie fire (10', 5' radius burst), feather fall (personal or 10'), grease (10'), hold portal (10'), jump, mage armor, obscuring mist (10', 20' radius 20' high), protection from chaos/good/evil/law, reduce person (personal or 10'), sleep (10', 10' radius burst)*

2nd-level — *Alter self, barkskin, bear's endurance, blindness/deafness (10'), blur, bull's strength, calm emotions (personal or 10'), cat's grace, darkness (10'), darkvision, daze monster (10'), delay poison, eagle's splendor, fog cloud (10', 20' radius 20' high), fox's cunning, glitterdust (10', 10' radius burst), hideous laughter (10'), invisibility, levitate, make whole (applied to object), owl's wisdom, pyrotechnics* (10'), resist energy, see invisibility, silence (10', 10' radius emanation), spider climb*

3rd-level — *Arcane sight, deep slumber (10', 10' radius burst), dispel magic (applied to object or 10', 10' radius burst), displacement, fly, gaseous form, gentle repose (applied to corpse), haste, heroism, hold person (10'), keen edge (applied to object), nondetection, protection from energy, rage, remove paralysis (10'), shrink item (applied to object), sleet storm (10', 20' radius 20' high emanation), slow (10', 10' radius burst), stinking cloud (10', 20' radius 20' high), water breathing*

4th-level — *Confusion (10', 15' radius burst), contagion (10', requires direct hit), fire shield, fireball (10', 20' radius burst), greater invisibility, neutralize poison (personal or applied to object), remove curse (personal or applied to object), repel vermin (10', 10' radius emanation), resilient sphere (10'), stone shape (applied to object), stoneskin*

5th-level — *Animal growth, baleful polymorph (10'), cloudkill (10', 20' radius 20' high), ice storm (10', 10' radius burst), feeblemind (10'), hold monster (10'), mind fog, nightmare (10'), passwall (touch), seeming, transmute mud to rock (touch), transmute rock to mud (touch)*

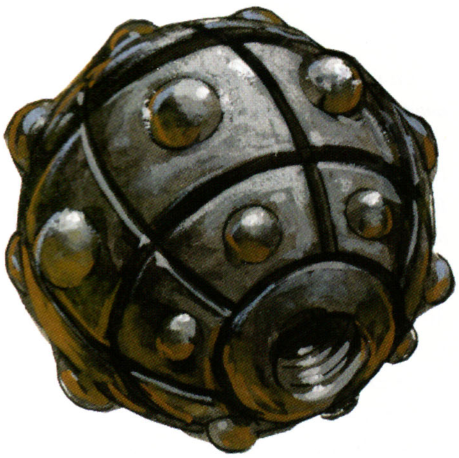
6th-level — *Acid fog (10', 20' radius 20' high), control water (10'), dispel magic greater (10' or applied to object), flesh to stone (applied to object), freezing sphere (10', 10' radius burst), heroism greater, stone to flesh (applied to object), true seeing*

7th-level —*Delayed blast fireball (10', 20' radius delayed burst), disintegration (10'), greater arcane sight, insanity (10'), statue*

* The version of the spell is decided when the unstable potion is mixed, not when it is used. Both versions require the potion be thrown or dropped in a square with an existing fire source. All other effects of both versions are identical to the spell.

Grenades and Explosives

Grenades are simply containers for delivering dangerous alchemical substances in combat be they glass flasks of caustic acid or heavy iron spheres filled with blasting powders. GMs may opt to allow characters to create their own deadly cocktails from the various alchemical substances listed in the *IKCG*.



GMs should decide if the grenade requires a timed detonator like a blast grenade or if it works on impact like a splash grenade (see below). Blast grenades require ranks in Craft (demolitions) as well as Craft (alchemy), and the creation process is often a military or an alchemist's secret. Not everyone who has sufficient skill ranks will be able to create these weapons without specific training. Unless a GM forbids it, combat alchemists have this training.

Each explosive grenade requires 1/2 pound of rifler's powder, either purchased or created separately. Note that crafting larger higher damage grenades than listed here is possible, but they quickly become too large and heavy to throw reliably. Special stipulations might allow characters with extraordinary strength to throw larger grenades, at the GMs option. On a miss with either type of grenade, determine where the grenade lands like you would a splash weapon.

Blast Grenade Rules

As described in the *IKCG*, blast grenades explode or burst to deal damage within an area. A Reflex save (usually against DC 16) can be made for half damage. These grenades generally require a Craft (demolitions) check (DC 6) as a standard action to prime. A roll of 1 on priming a grenade is a critical failure and means the grenade has immediately exploded.

Splash Grenade Rules

Splash grenades are thrown projectiles of glass or metal that burst on impact. They do not require priming and setting. They are treated as a splash weapon and are thrown as a touch attack against a target or at a specific grid intersection.

Grenades

Explosive Grenade, Impact

This simple blast grenade explodes on impact, but is even more dangerous to the wielder than the timed variety. The metal shell and blasting powder "wads" (powder encased in silk layers) are kept separate until the grenade is primed. The interior of the shell includes metal spikes and serrated edges designed to shred the wads on impact. Priming these grenades is a simple matter of inserting the wad into the shell before throwing. Priming these devices is a free action instead of a standard action but a roll of 1-2 on the Craft (demolitions) check is a critical failure.

None (nonmagical); DC 25; CL —; Craft (demolitions) 7 ranks; Cost: 25 gp

Explosive Grenade, Timed

As described in the *IKCG*. The preferred grenade type used by the military, these are self-contained grenades which include a simple timing mechanism which shreds the contained powder packets after a set delay. The timing mechanism is the trickiest aspect of these devices. When priming these devices they can be set to detonate 5 to 15 seconds later.

These grenades can be pre-set to a specific timing before battle, in which case they can be primed as a free action.

None (nonmagical); DC 30; CL —; Craft (alchemy) 4 ranks, Craft (demolitions) 9 ranks; Cost: 30 gp

Blinding Oil

A dangerous splash grenade that blinds its victim, blinding oil is a black viscous glue-like oil contained in a light metal sphere that bursts open on impact and dries quickly. A direct hit with a touch attack is required for effect. Blinding oil has no splash damage.

Characters hit are blinded for 1d4 rounds. Characters wearing goggles may remove the goggles to see as a Move action. Blinding Oil is not water-soluble and can only be removed from the eyes by the liberal application of strong alcohol (such as wine or whiskey) or alchemical solvent, as a full-round action.

None (nonmagical); DC 25; CL —; Craft (alchemy) 6 ranks; Cost: 60 gp

Concussion Grenade

A concussion grenade utilizes a volume of "true air"—an alchemical gas known for its expansive qualities. True air is captured, liquefied through a treatment process, and then cooled and stored within the grenade. When the bomb is detonated, the true air is heated and released. The result is a massive burst of wind that expands in a spherical area and knocks all within its radius flat to the ground while also dispersing any harmful gases within its area of effect.

This grenade explodes in a burst with a 10-foot radius area of effect. Any creature or object of medium size or smaller within the area must make a Reflex saving throw (DC 18) or be knocked prone.

Treat the secondary effects (extinguishing torches, candles, blowing gasses, etc.) of the blast as if it were a 10 ft. radius *gust of wind.*

None (nonmagical); DC 24; CL —; Craft (alchemy) 6 ranks, Craft (demolitions) 4 ranks; Cost: 50 gp

Stink Grenades

This five-inch diameter sphere of iron is crafted with special slits that allow this blast grenade to vent a foul smelling and sickening gas from its exposed sides.

When detonating, it emits a billowing fog of rank gas that has a physically enervating effect upon those who inhale it. The cloud has a 10-foot radius with a height of 10 feet and lasts for 4 rounds.

Any living creature within or entering the cloud must make a Fortitude saving throw (DC 17) or become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after leaving (roll separately for each nauseated character). Any creature that succeeds its save but remains in the cloud must continue to make a save each round.

None (nonmagical); DC 25; CL —; Craft (alchemy) 6 ranks, Craft (demolitions) 4 ranks; Cost: 90 gp

Alchemist's Combat Gear

Even alchemists who walk into the field of combat must be prepared for violence, including being able to stride through their own corrosive clouds, choking mist, and vitriolic sprays as if they were little more than a spring rain. The following is a sample of the gear alchemists wear into combat.

Alchemist's Beard

The alchemist's beard, as detailed on page 59 of the *Liber Mechanika*, provides a +10 equipment bonus to saving throws against inhaled poisons, gasses, and similar effects. Normally only found in the lab, this gas mask can also be of use in combat.

Wearing an alchemist's beard tight fit limits the speech of the wearer, makes casting spells with verbal components impossible, prevents the imbibing of potions, and prohibits use of command words or non-mechanikal spell triggers. The eye glasses of the mask incur a –2 to Spot checks. Donning or removing the alchemist's beard requires a full-round action.

Alchemist's Apron

This simple garment is built with a thick felt backing and a mesh of fibers rendered from an alchemical process which coats cotton and canvas fibers to create a material which is highly resistant to damage from extremes in temperature and which also resists against the corrosive action of acids. An alchemist's apron provides an armor bonus of 1 and energy resistance 3 against fire, cold, and acid.

Alchemist's Cloak

A modification of the heavier alchemist's apron meant for combat use, the cloak provides protection from splash damage from splash weapons. The cloak provides energy resistance 1 against fire, cold, and acid damage.

Catalyst Set

The Arcane Catalyst feat requires a variety of easily portable alchemical catalysts. This includes a thin strip of perforated platinum, small rods of various other metals, as well as small flasks of mercury and a few essential powders and liquids which the alchemist can reclaim by filtering and other techniques after mixing. A catalyst set is exhausted after ten uses.

Mist Piercer Goggles

These special alchemically-treated goggles are built with lenses that allow the alchemist to see through even murky clouds as if they were clear air. As long as the wearer can see, the lenses of the goggles will effectively negate any miss chances due to concealment from cloudy or foggy conditions for distances up to 100 feet.

Faint transmutation; Caster Level 3rd; Craft Wondrous Item, Craft (alchemy) 8 ranks, Mist Piercer (flask); Price: 2500 gp.

Portable Alchemy Kit

This kit is a carefully packed case which includes several small and durable glass beakers and tubes, a ceramic pestles, miniature burners and fuel, mixing rods of various materials, and cork stoppers. It is intended for mixing potions while out in the field. This kit does not provide a bonus for other uses of Craft (alchemy), which require a full alchemist's lab to receive a bonus. A portable alchemy kit is exhausted after ten uses.

Acid and Splash Grenades

These alchemical grenades utilize concentrated vitriolic substances incased in glass flasks that make flesh and iron alike flow like hot wax, and they often result in horrendous disfiguring wounds. You can throw an acid grenade as a splash weapon. Treat this attack as a touch attack with a range increment of 10′. When creating or purchasing an acid or other type of splash grenade, choose which type of acid to use.

Acid and Splash Grenades

Name	Direct Hit Damage	Splash Damage	Creation DC[2]	Cost
Blinding Oil	Blind	—	25	60 gp
Standard	1d6	1	15	10 gp
Bone Stripper	1d6 vs. flesh	1	15	8 gp
Dragon Bile	1d6+2 x 2 rds.	6	25	300 gp
Green Vitrio	1d6+1	1	18	18 gp
Crypt Spider[1]	2d10	4	18	45 gp
Lemax spittle[1]	2d4+2	3	18	36 gp

1 Naturally occurring acids used by gobber alchemists as grenades.

2 Consult IKCG, *pp. 303-304 for ranks of Craft (alchemy) and caster level required.*

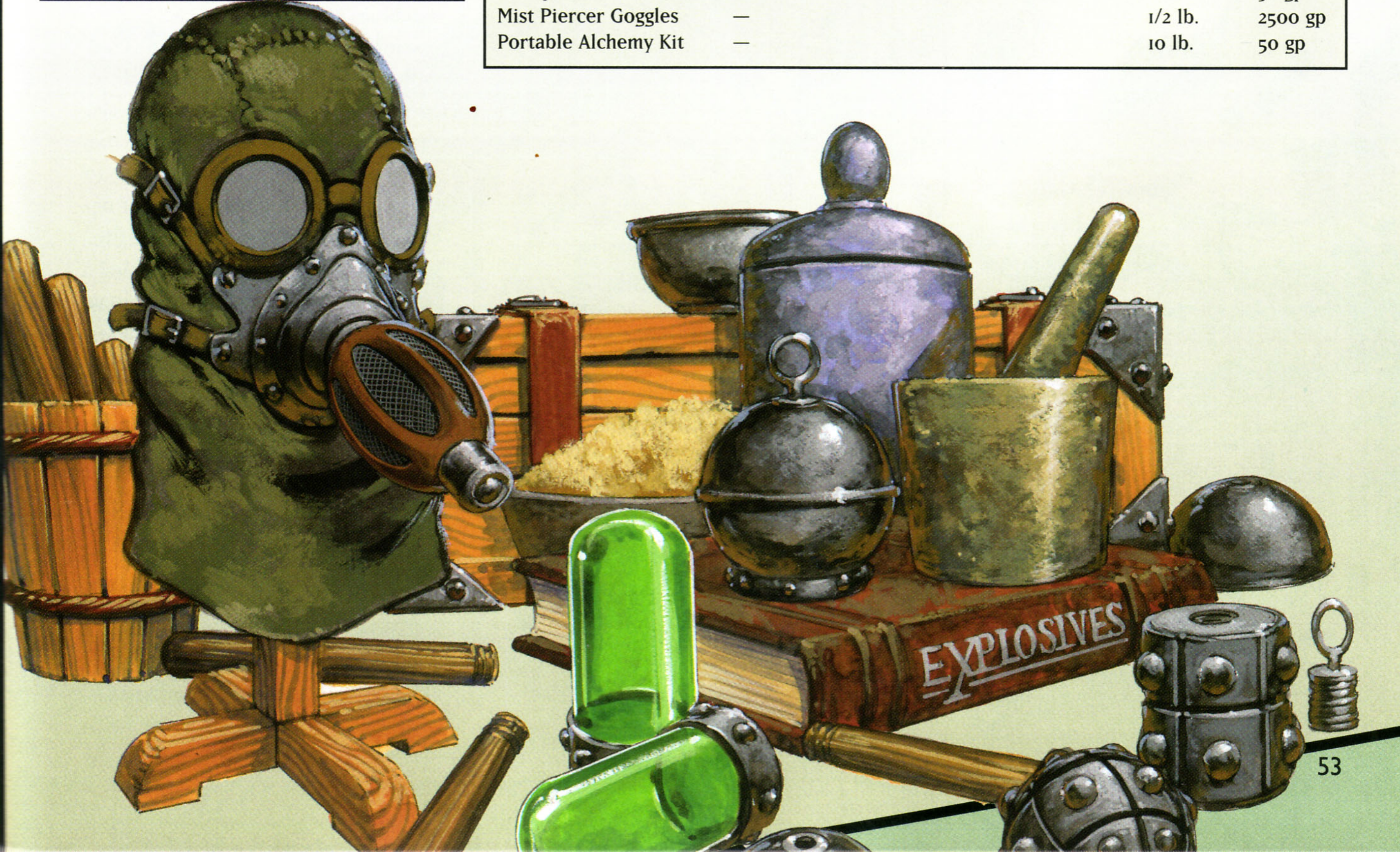
Blast Grenades

Weapon	Damage	Damage Type	Burst Radius	Reflex DC	Range Increment	Weight	Cost
Concussion	See text	—	10′	18	10′	1 lb.	50 gp
Explosive	2d10	Piercing	10′	16	10′	2 lbs.	25-30 gp[1]
Incendiary	1d10	Fire	10′	16	10′	2 lbs.	30 gp
Flash	See *IKCG*	—	10′	16	10′	2 lbs.	25 gp
Smoke	See *IKCG*	—	10′	—	10′	2 lbs.	25 gp
Stink	See text	—	10′	—	10′	2 lbs.	80 gp

[1] Impact grenades are cheaper than timed grenades. Cost may vary based on blasting powder costs.

Alchemist Combat Gear

Item	Arcane Failure %	Weight	Cost
Alchemist Apron	10%	5 lb.	50 gp
Alchemist Beard	See text	1 lb.	125 gp
Alchemist Cloak	5%	3 lb.	90 gp
Catalyst Set	—	2 lb.	30 gp
Mist Piercer Goggles	—	1/2 lb.	2500 gp
Portable Alchemy Kit	—	10 lb.	50 gp



The Pendrake Encounters lets you tag along with adventuring scholar extraordinaire Viktor Pendrake and his various pupils as they explore and investigate the lands and creatures of Immoren. To fully utilize these encounters, you will need copies of Monsternomicon, Vol. 1 and Monsternomicon, Vol II.

The Pendrake Encounters:

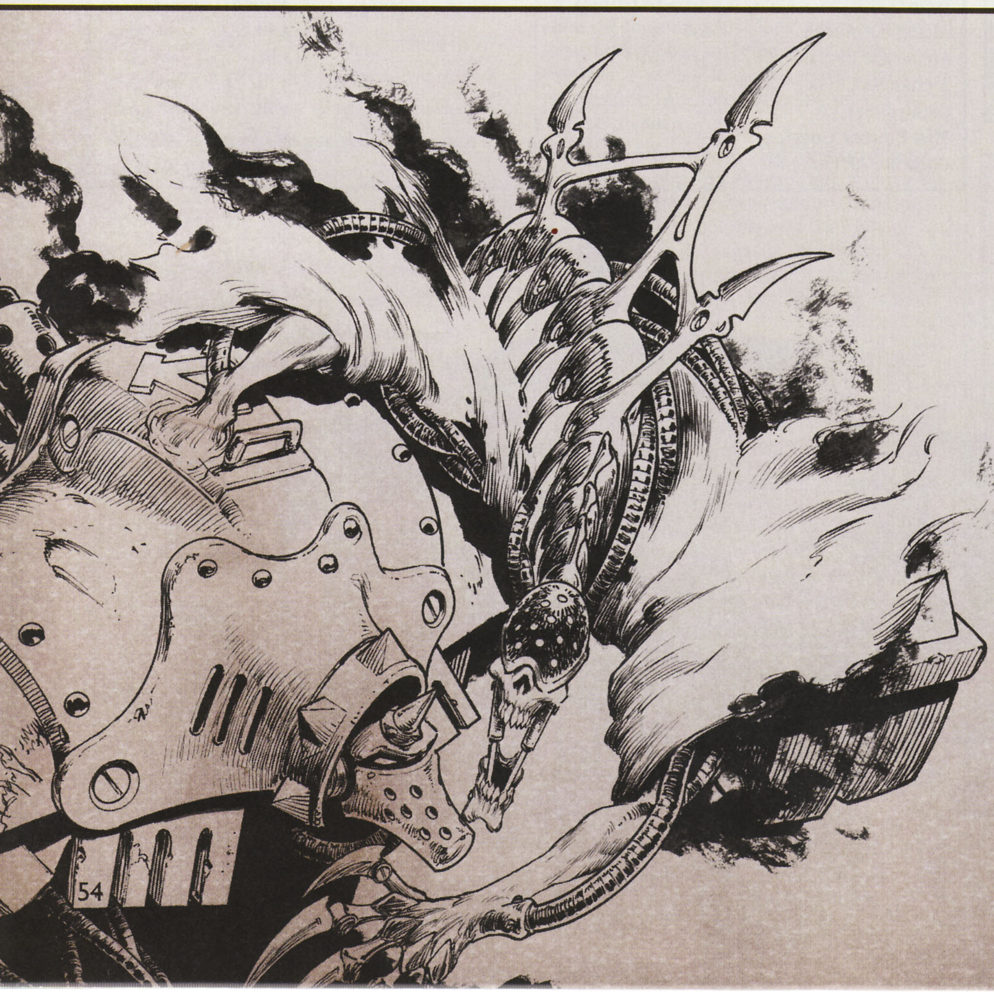
The Machine Wraith & Shaft Wights

By **Luke Johnson** · Art by **Brian Snoddy** & **Chris Walton**

The machine wraith is a fearsome creature for one specific reason: it has the power to possess a 'jack. Human soldiers often eye their own warjacks nervously when fighting Cryxian forces, knowing these mighty machines could turn their cannons and hammers on their former masters.

However, I find machine wraiths even more terrifying off the battlefield. Wandering wraiths may encounter the lesser steamjacks used for heavy lifting and difficult labor that lack the resistant cortexes of their warlike counterparts. Worse, no warcaster stands nearby to oust the troublesome spirit. Though these steamjacks lack the strength or power of warjacks, when surrounded by unsuspecting workmen (and, at best, a few weak guards), the carnage they wreak goes beyond what the wraiths cause on most battlefields.

—Viktor Pendrake



Machine wraiths are malevolent undead entities and often harbingers of Cryxian forces. A machine wraith's incorporeal body resembles a skeletal specter studded with mechanical and mechanikal parts. While they can slash with their claws, their iconic ability is the possession of 'jacks. Only damage to the machine or the mental power of a skilled warcaster can exorcize the wraith. On the battlefield, machine wraiths use their powers to eliminate a warjack from the opposing side and add one to the Cryxian band. Away from the battlefield, these creatures take control of vulnerable 'jacks and slay everything close by.

This encounter also includes shaft wights, bitter (but corporeal) undead miners that usually arise when workers die in tunnel collapses. They wield the mining picks they used in life, wear vests of chain links they construct with their undead hands, and can spew suffocating streams of gravel and gray liquid from distended mouths.

Designed for four PCs of 9th level, this encounter takes place in a mine. In use until recently, when a machine wraith appeared and the miners became shaft wights, the mine can be virtually anywhere. The default setting is the Wyrmwall Mountains in southern Cygnar not far from Steelwater Flats.

This encounter requires the *Iron Kingdoms Character Guide* and the *Monsternomicon Vol. I* (the shaft wight appears on pp. 154–155) and *Vol. II* (the machine wraith appears on pp. 112–113).

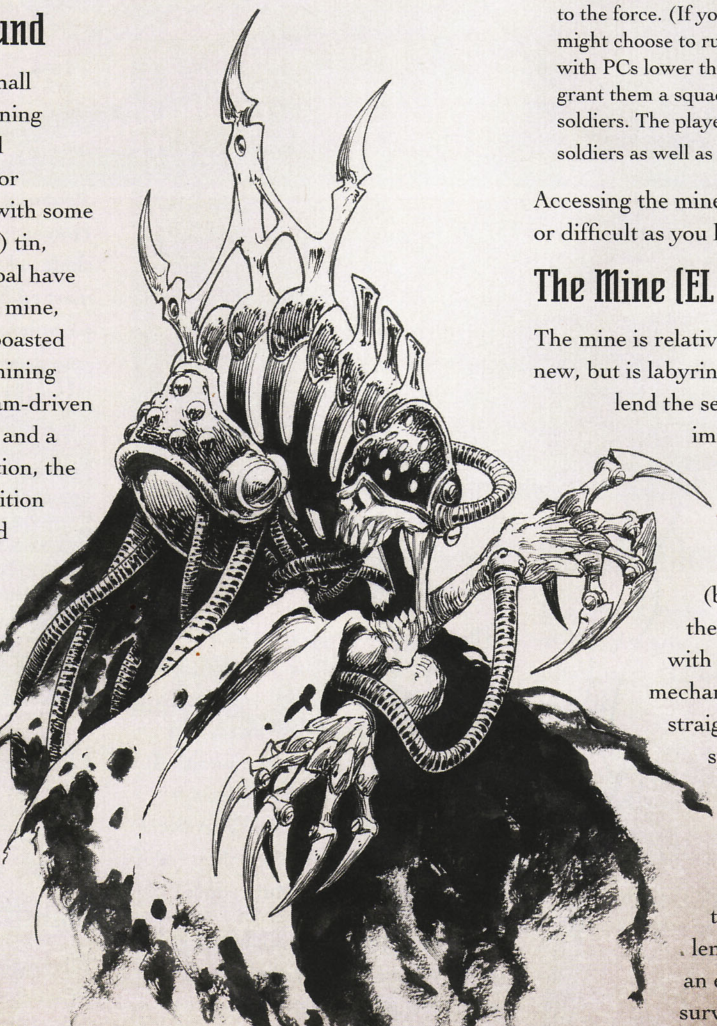
Encounter Background

Teams of scouts from the small mining company Ladrix Mining have combed the Wyrmwall Mountains in recent years for untapped mineral deposits with some success. Veins of (primarily) tin, iron, and—occasionally—coal have proven profitable. One iron mine, opened a few months ago, boasted one of the company's new mining 'jacks. Equipped with a steam-driven drill to break through walls and a huge pick to assist in collection, the 'jack proved a welcome addition to the dozen flesh-and-blood miners working the site.

The operation went smoothly for a time, but several weeks ago Ladrix Mining failed to receive the mine's weekly report. An investigating team never returned. The company would rather consider the mine a mysterious lost cause than lose more of its assets. However, while lives are cheap, steamjacks are expensive. Ladrix Mining would like its investment recovered.

The miners did indeed encounter a catastrophe. They discovered a vein of greenish material that glowed with a soft light. None of them recognized necrotite, and that ignorance doomed them. While they worked to secure this undoubtedly valuable material, a machine wraith gravitated to the raw necrotite and immediately possessed the mining 'jack. Its drill and pick made short work of the miners. The necrotite's corrupting presence returned them to life as shaft wights, and they continue to work the mine.

What brings the PCs to the mine is up to you and your players. Some ideas include:

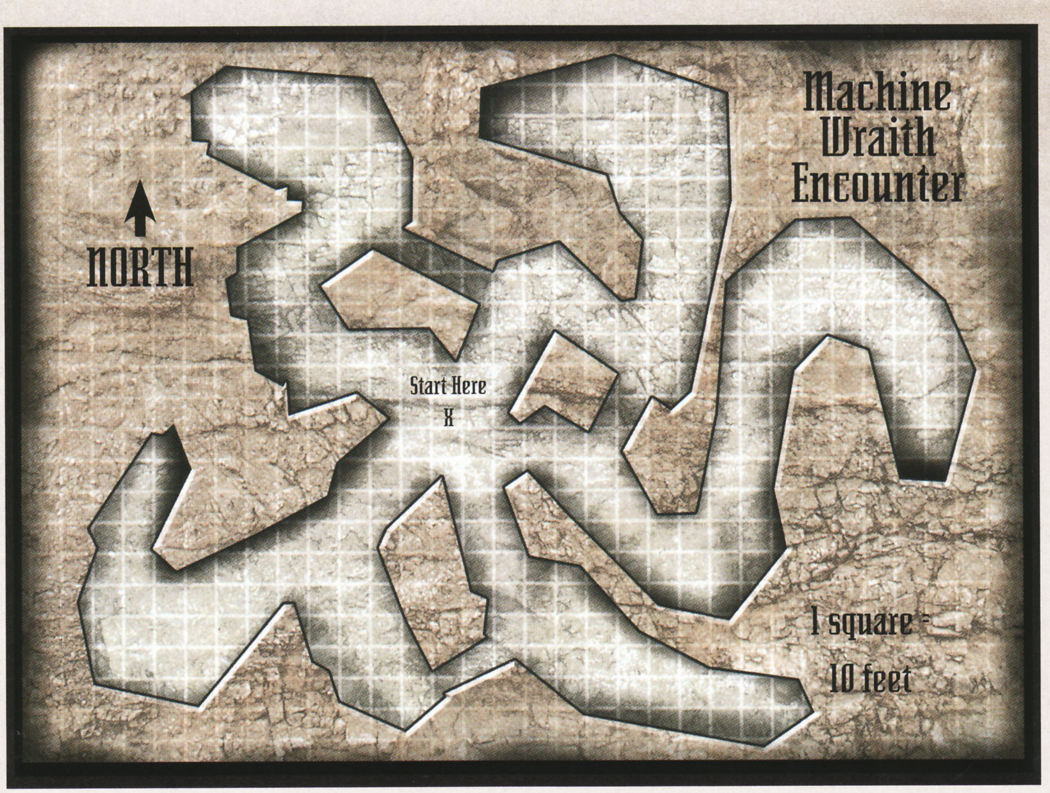


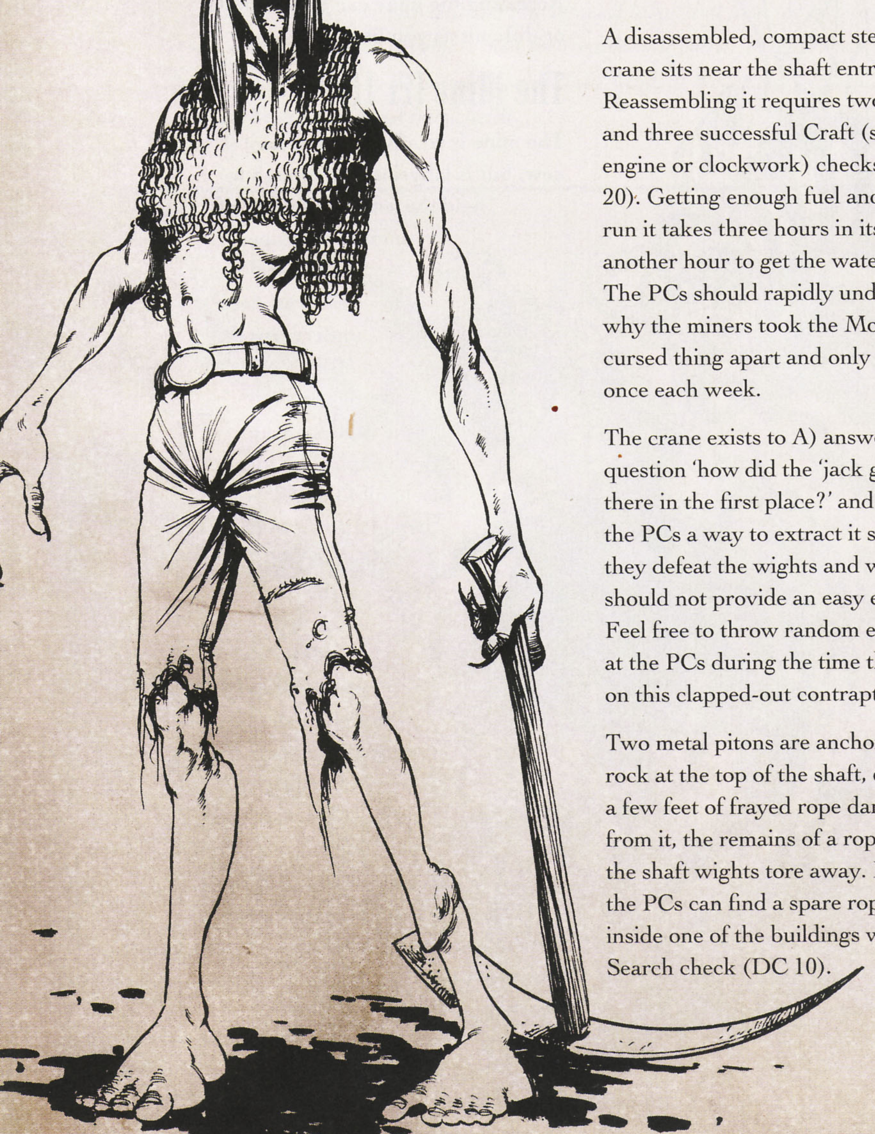
- Ladrix Mining hires the PCs to return its steamjack—intact. The cost of any repairs comes out of the PCs' fee.
- A family member, acquaintance, or employer of one of the missing miners asks or hires the PCs to discover what happened to him.
- A Thamarite necromancer also senses the necrotite's presence. Pretending to be a simple explorer, he hires the PCs to "guide him through the Wyrmwall Mountains."
- The PCs are mercenaries in Cygnaran employ in the Wyrmwall Mountains, far from assistance, short on firepower, and hearing rumors of Cryxian forces nearby. The soldiers have also heard of an abandoned mine with a similarly abandoned steamjack, which would make a welcome addition to the force. (If you use this hook, you might choose to run this encounter with PCs lower than 9th level, but grant them a squad of low-level soldiers. The players could control the soldiers as well as their characters.)

Accessing the mine can be as simple or difficult as you like.

The Mine (EL 11)

The mine is relatively small, as it is new, but is labyrinthine enough to lend the setting a feeling of imminent danger. The mineral veins run deep underground; a 50-foot shaft (blown out of the mountainside with explosives and mechanika) drops straight down to the spot marked X on the map. (The fact that the PCs must descend this shaft should lend the encounter an extra feeling of survival horror). Two small buildings next to the shaft contain old, but still serviceable picks, pitons, two dozen treated masks, and other equipment the PCs may find useful (see map on following page).





A disassembled, compact steam crane sits near the shaft entrance. Reassembling it requires two hours and three successful Craft (steam engine or clockwork) checks (DC 20). Getting enough fuel and water to run it takes three hours in itself, and another hour to get the water to boil. The PCs should rapidly understand why the miners took the Morrow-cursed thing apart and only used it once each week.

The crane exists to A) answer the question 'how did the 'jack get down there in the first place?' and B) give the PCs a way to extract it should they defeat the wights and wraith. It should not provide an easy escape. Feel free to throw random encounters at the PCs during the time they spend on this clapped-out contraption.

Two metal pitons are anchored in the rock at the top of the shaft, each with a few feet of frayed rope dangling from it, the remains of a rope ladder the shaft wights tore away. However, the PCs can find a spare rope ladder inside one of the buildings with a Search check (DC 10).

However the PCs get down the shaft, when they reach the spot marked X on the map, read or paraphrase the following.

READ ALOUD:

A long rope ladder lies piled at the bottom of the shaft. Several passages radiate out from this large area, and a few beams of wood shore up the walls. You can make out blood splatters across the floor and walls in various places. Next to one large rock lies a dismembered human arm.

From the darkness comes the sound of mining: picks clanging against rock. No voice accompanies the sounds.

Characters who make Spot checks (DC 25) notice a faint, greenish glow coming from the southwest passage.

Conditions

The mine is pitch black unless the PCs brought a light source. The sound of the shaft wights mining (both necrotite and iron) generally prevents sounds of combat from echoing through the mine.

This encounter is freeform; the shaft wights don't necessarily congregate in one particular passage, and the steamjack (with possessing machine wraith) isn't always in the same spot. No matter how they move through the complex, the PCs should encounter these creatures in the most dramatic way. The following presents a good encounter order, but you can alter it as you see fit.

1) A single shaft wight. The PCs might mistake it for a living miner at first, but as it turns toward them its true nature becomes apparent.

2) As the PCs come to terms with what's going on (based on the first shaft wight), three more come wandering around the corner.

3) Down another passage, the PCs encounter four more shaft wights. The PCs should have a pretty good idea of what the monsters are capable of by now.

4) The climax of the encounter is the conflict with the mining 'jack, which occurs next.

5) If the players are enjoying killing shaft wights, they can move down the rest of the corridors until they have slain all twelve. If the players seem like they have had enough, rule that the remaining bodies were too badly mutilated to rise as shaft wights. The PCs should find these mauled and partial corpses throughout the mine.

Necrotite and Necrotite Poisoning: The southwest corridor contains the vein of necrotite that spelled the end of the miners. Necrotite's chalky consistency often flakes off in a fine dust when handled that can slowly kill those who breathe it. Touching necrotite directly with bare flesh guarantees exposure. While not actually an infection, necrotite poisoning's gradual progression follows the same rules as disease, including recovering from the damage provided the victim suffers no further exposure.

Unless taking extra precautions, such as breathing through damp cloth or treated mask and wearing heavy gloves, initially extracting the necrotite requires a Reflex save (DC 15) to avoid accidental exposure. Transporting solid necrotite safely requires placing it in a sealed metal container. Necrotite carried in another way, such as a burlap sack, guarantees the periodic escape of dust and endangers anyone lingering within five feet for at least ten minutes.

Infection	Type/Fort DC	Incubation	Damage
Necrotite Poisoning	Inhaled/Contact DC 16	1 day	1d6 Con

Creatures

The shaft wights have been feeding necrotite into the steamjack's furnace, so it is running better than ever. (The substance also lends a malevolent glow to its eyes.) Remember that characters can use Monster Lore to determine why the steamjack is acting strangely.

Machine Wraith: hp 56. See the *Monsternomicon, vol. II,* pp. 112–113, for the machine wraith's statistics.

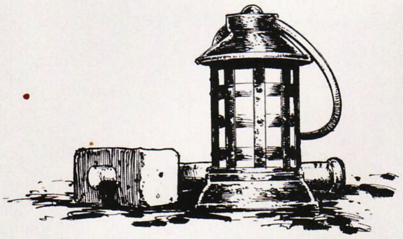
Mining 'Jack: hp 96. See the *Iron Kingdoms Character Guide,* p. 351, for the 'jack's statistics (use the statistics for a heavy labor 'jack). However, the 'jack's modified weaponry means that it has the following attacks: Atk +16 melee (3d6+8/x3, drill); Full Atk +16 melee (3d6+8/x3, slam) and +16 melee (1d8+8/x4, pick).

Shaft Wights (up to 12): hp 32. See the *Monsternomicon, vol. I,* pp. 154–155, for the shaft wights' statistics.

Tactics: The machine wraith controls the steamjack and fights intelligently. It focuses its attacks on vulnerable characters and trusts to its steel plating to fend off attacks of opportunity. If shaft wights are also present, the wraith attempts to flank vulnerable opponents. It also attempts to cripple a character to the point where the shaft wights can finish him off, thus using their Create Spawn ability. The shaft wights, also intelligent, save their gravel vomit abilities until they think they can kill someone.

If the PCs are having a particularly easy time against the mining 'jack (or in any other battle you would like to be tense), a nearby group of shaft wights can hear the commotion and come running.

Treasure: The steamjack is a potential source of treasure as long as the PCs don't destroy it completely. In addition, iron ore and ingots worth a total of 3,500 gp (and weighing 1,000 pounds) lie about the complex. The necrotite has value to those with unsavory appetites.



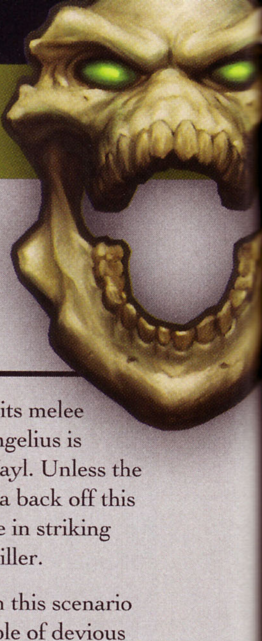
Further Adventures

The events in this encounter can lead to other encounters or more detailed adventures. Some possibilities include:

- The machine wraith's presence was due to nearby Cryxian forces. When the PCs emerge from the mine, they see the deadly warband marching through a pass below toward Steelwater Flats.
- The presence of the necrotite draws other creatures to the area, and perhaps a Cryxian spell caster as well.
- One of the miners possessed a treasure map or other piece of information leading to whatever adventure you have planned next.

FULL METAL CHALLENGE:

CRYX TRICKS



by Brian Putnam

What You'll Need:

Cryx

Wraith Witch Deneghra
Cephalyx Overlords (2)
Seether
Necrotech

Legion of Everblight

Vayl, Disciple of Everblight
Carnivean
Angelius
Nephilim Soldier

The Challenge:

With two healthy creatures to transfer to, plenty of fury, and warbeasts ready to tear apart anything that dares come her way, Vayl feels quite safe and ready to wreck the Cryxians next turn. Your army is wearing thin, but with the right moves, you can send the ice witch into the cold, cold ground this turn.

Use those Cryx tricks to unravel Vayl's defenses and destroy her.

Setup:

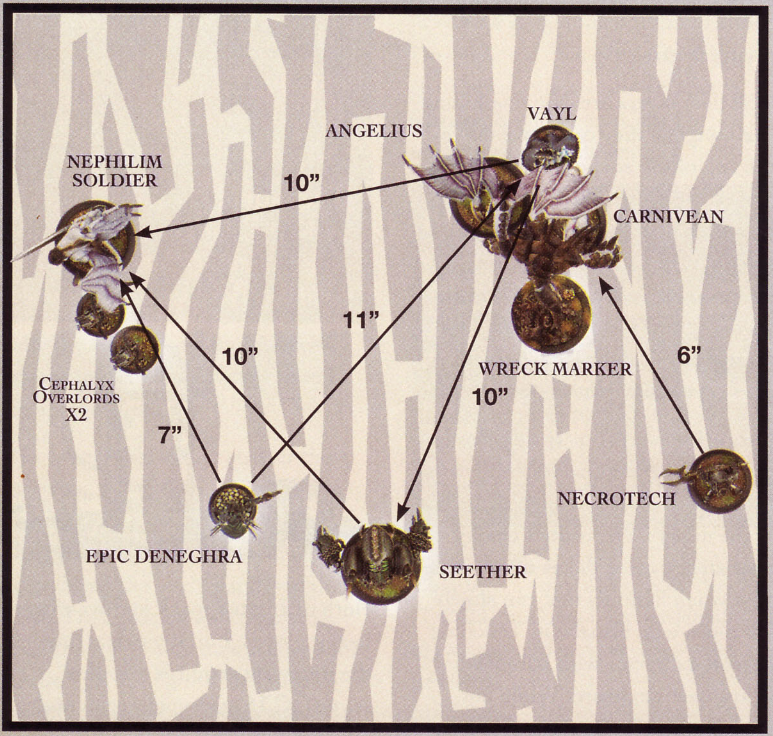
Both Vayl and Deneghra are undamaged and have already used their feats. Vayl has four fury on her after upkeeping Chiller on the Carnivean and casting Incite. The Seether has taken four damage to column two and three damage to columns four and five.

The Necrotech had been following Deneghra's Leviathan around to make scrap thralls. The Carnivean forced for all its fury to destroy the Leviathan, last turn, but the Necrotech was out of position and did not convert the wreck. He could make them now, but they can't activate this turn, and Vayl needs to die without delay. He may yet have a part to play, however.

Deneghra or the Seether would finish Vayl no problem with nowhere to transfer damage. She can't transfer to the Carnivean as it has full fury on it. Both remaining warbeasts can receive transferred damage, however, and Vayl has four fury to transfer with. Even if something that can kill her can get to her it will take some real effort to destroy Vayl.

The Nephilim Soldier killed one of the Overlords last turn with a boosted charge attack. The Legion player opted to not force for an additional attack to keep the Nephilim a viable damage transfer target. The remaining two Overlords are within its melee range though. The Angelius is biding its time near Vayl. Unless the Seether and Deneghra back off this turn, they will both be in striking distance of the agile killer.

Backing off won't win this scenario though, so pull a couple of devious tricks out of your sleeve. Vayl isn't nearly as well protected as she might think. Remember, brute force isn't always necessary. You have far more subtle ways of robbing Vayl of the crucial defenses of Dark Sentinel and damage transference.



Our Solution:

Allocate one focus to the Seether and hold the rest on Deneghra.

Advance the Necrotech toward the Carnivean, taking care not to trigger Dark Sentinel, and use the Vise Claw to Immobilize the Carnivean.

Advance Deneghra to a spot partway between Vayl and the Nephilim such that Deneghra engages the Nephilim, gets Vayl into command range (thus subjecting her to Dark Allure), and keeps the Angelius in the wraith witch's front arc. Hit the Nephilim and use Dark Banishment to place it outside of Vayl's control area. This prevents her from transferring damage to it and allows the Overlords to move without taking free strikes. Cast Tenebrous Exile on the Angelius. Models unable to suffer transferred damage cannot have damage transferred to them, so now Vayl has no models to transfer to! To add insult to injury (although Rengrave is not on the table today), Tenebrous Exile prevents the model from attacking and makes the Angelius useless for Dark Sentinel. Vayl remains quite well protected from the Seether, although with the Nephilim gone you can now fix that little issue.

Advance the Overlords towards Vayl. Have one Overlord use Sap Will to bring Vayl's CMD down to a near-useless 4, and have the other use Sleep Walker. She will almost certainly fail the command check, and you can move her out around the right side of the Carnivean (even further from the Nephilim Soldier, just in case). Remember to end with her facing away from the Seether so it gets the Back Strike bonus!

Now Vayl stands before the Seether, back turned, with no valid transfer targets, and the only warbeast eligible for Dark Sentinel Immobilized. Time to deal the deathblow. Have the Seether charge Vayl, boost the attack roll, and use the Combo Strike to one-shot-kill her.

The GAMERS' JOURNAL

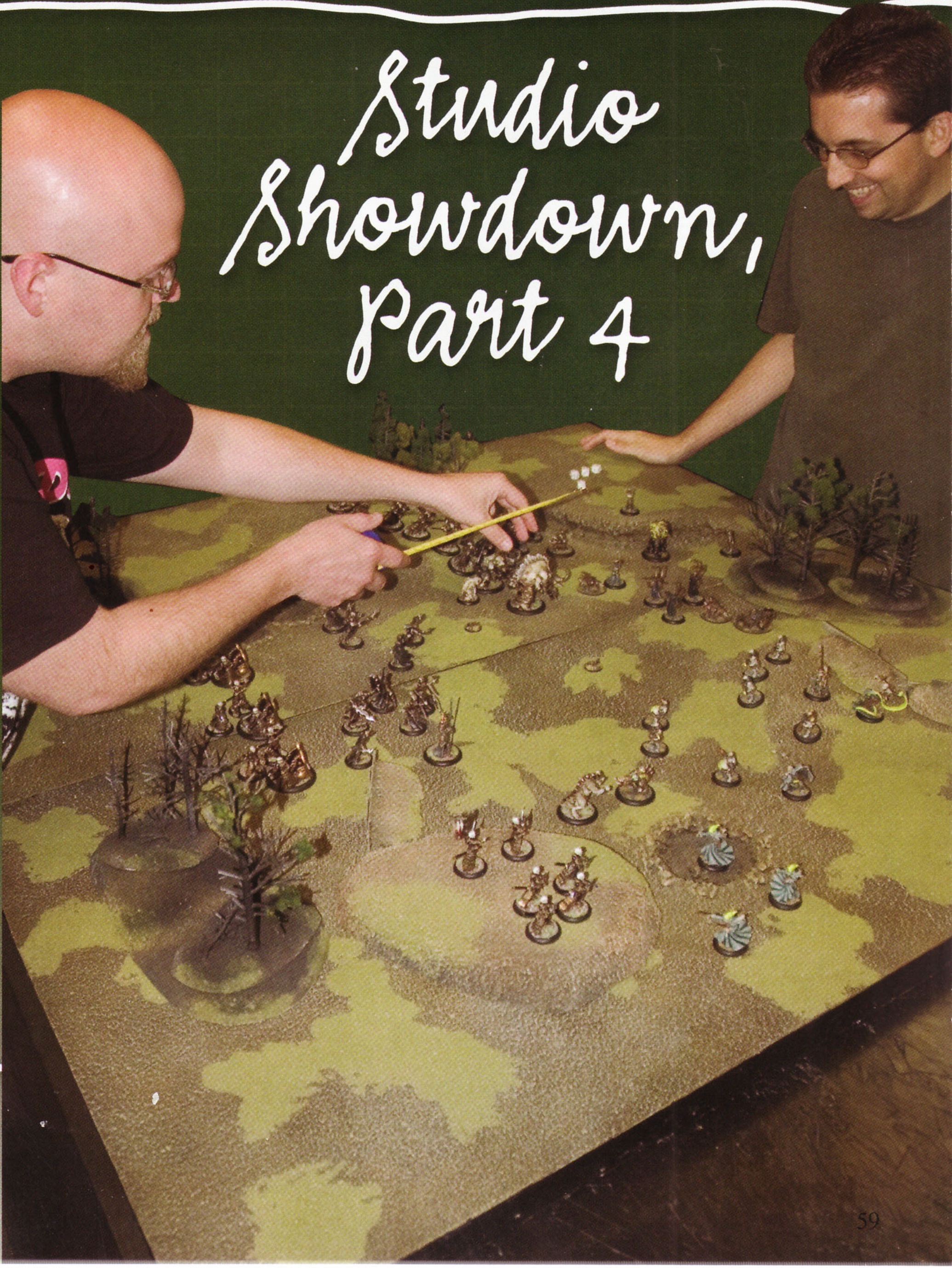
By **Matt DiPietro**, **Rob Hawkins**, **Ron Kruzie**, and **Quentin Smith**

Studio Showdown, Part 4

The Gamers' Journal chronicles the journey of four hobbyists as we assemble, paint, and play with our WARMACHINE and HORDES armies. Here in the miniatures studio, painting an army of your own is something that can quickly fall by the wayside after working on models for eight hours minimum every day. To maintain our plan to create new armies for ourselves, we have come up with the Studio Showdown.

The rules for the Studio Showdown are simple: Each month we need to purchase, assemble, and paint the models for our armies and play as many games as we can. We have allowed ourselves to play with models in progress, but everything needs to be finished by the end of the month. Failure is not an option.

Studio Director Ron Kruzie, painters Matt DiPietro and Quentin Smith, and Hobby Manager Rob Hawkins have all stepped up to the challenge. Previously building our armies in increments of 350, 500, and 750 points, we now enter the final phase. A full 1,000 points allows each of us to field a second warcaster or warlock and doubles our field allowances. Matt's Legion forces have gone undefeated in the past three rounds, making him the man to beat.



Matt DiPietro: Legion of Everblight

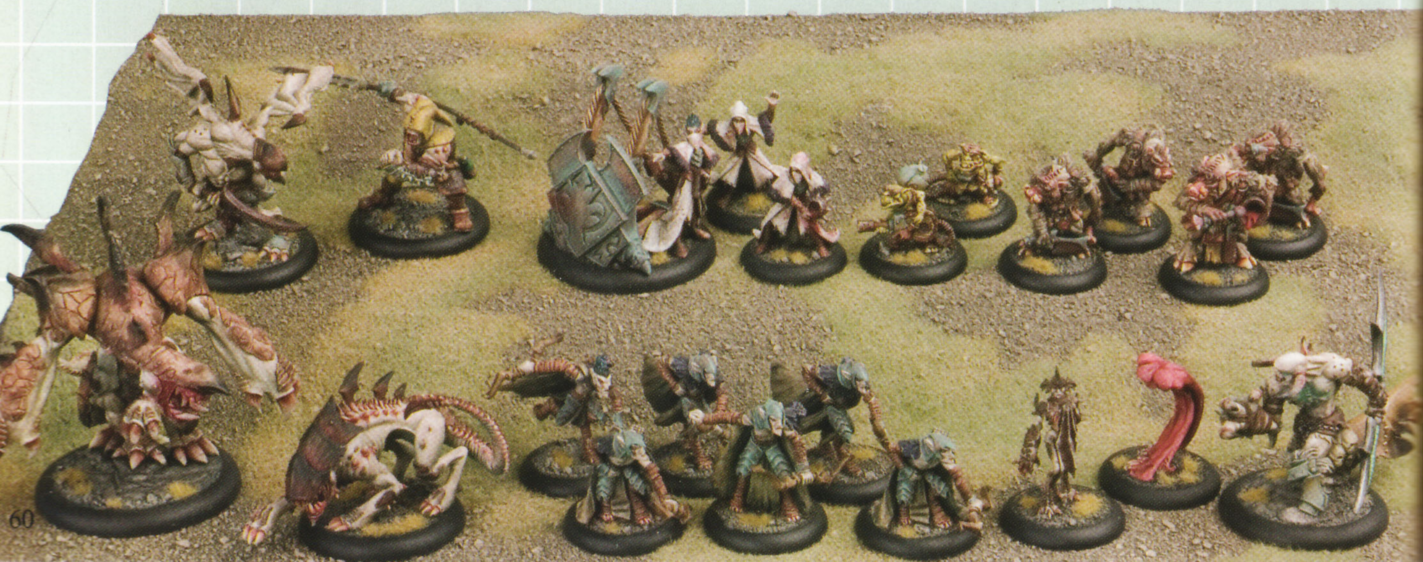
MATT'S LEGION OF EVERBLIGHT ARMY (1000)	
MODEL/UNIT	**POINTS**
Thagrosh	74
Lilith, Shadow of Everblight	70
Carnivean	124
Shredders x2	46
Raek	66
Warmongers x3	66
Striders	82
Scather Catapult Crew	27
Blighted Legionnaires (8)	75
Incubi	55
The Forsaken	26
Farrow Bone Grinders (4)	30
Gudrun the Wanderer	37
Seraph	80
Harrier	31
Nephilim Soldier	71
Fog Bellows Crew	15
Feralgeist	20
Total	**995**

Black = Same Red = New Models

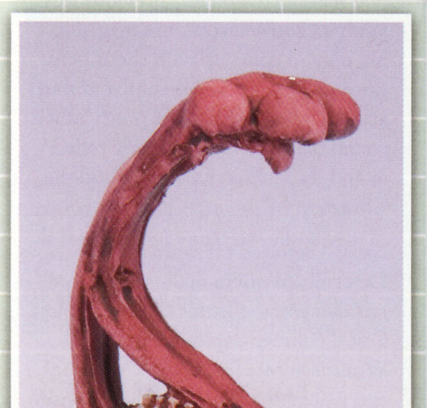
Thagrosh and his Legion of blighted horrors have emerged victorious from the frozen north and dominated all who dare stand in their way. From the crafty gun-totting Privateers, to the invading hordes of the Skorne, and the nefarious minions of the hated beast Turok, no one stood a chance against the Legion's speed and might. Round by round, armies were brought against the Legion and each in turn was annhilated, leaving in its wake warjacks turned to scrap, the carcasses of titanic beasts rotting in the hot sun, and inky stains of blighted ash that used to be the proud figures of warcasters. The darkly glowing eyes of Thagrosh now gaze into the future. There will be many more battles to fight, more blood, more ash, more death. So shall it be until all fall under the shadow of the immortal Everblight's tenebrous wings and the world is reshaped in his image!

I didn't think I could pull it off, but the Legion of Everblight retained their undefeated status from beginning to end. I don't want to dwell on it too much though, since I'm sure it won't last long. The Legion proved to be a perfect fit for me—fast moving, hard hitting, and, with the right army selection and Death Shroud up, ridiculously resilient. With this idea of resilience in mind, I included a Gobber Bellows Crew and Feralgeist to my list. Since I already had the Nephilim Soldier painted from a previous Modeling and Painting article (see NQ #18), I was able to do a couple conversions for the rest of my selections. Using parts from multiple warbeasts, I made my own custom Seraph and modded my Feralgeist to resemble a sloshing pool of sentient dragon's blood. For my second warlock, I painted up both Vayl and Epic Lylth so that I'd have a selection to choose from. I ended up going with Epic Lylth this final round, because she was new and fit my play style best, but I will be trying some games with Vayl in the future. Epic Lylth turned out to be an ice-cold killer and my army was an unstoppable wave of destruction on the turn I activated her feat. In the future, I think I will add a Teraph or two, since they work extremely well with Epic Lylth. I already have my eye on some of the new models from the up coming release of *Metamorphosis* as well.

After eight months and four issues, the Gamers' Journal: Studio Showdown has finally come to and end. It's been a wild ride full of stress, determination, and triumph. Many times while staying up late at night painting my army, I wondered what possessed us to start this crazy quest in the first place. I think the thing that got us started is the same thing that guided us the entire way—our unabashed love for the art of miniatures and wargaming. That, along with the support and excitement that people have shown for our effort, has carried us through to the end. With the last model painted and all the hard work behind us, I'd like to thank the people who made all this possible and share the same passion for miniatures that we here in the studio have ourselves.



Maybe next time, Vayl.



Rob Hawkins: Cryx

ROB'S CRYX ARMY	(1000)
MODEL/UNIT	**POINTS**
Witch Coven of Garlghast	85
Warwitch Deneghra	76
Helldivers x2	88
Deathrippers x4	152
Deathjack	154
Skarlock	16
Bile Thralls (10)	65
Bane Knights (10)	123
Pistol Wraith x4	132
Cephalyx Overlords	52
Bloat Thrall	28
Gorman Di Wulfe	28
Total	**999**

Black = Same · Blue = Change · Red = New Models

As promised, I have brought Deneghra back as my second 'caster. Each warcaster gets two Deathrippers, and the Coven's battlegroup also contains a pair of Helldivers. The Skarlock and the Deathjack went under Deneghra's command to make use of her Venom spell.

I got rid of the Necrotech and Slayer—neither had performed very well in previous rounds, and I could spend my points better elsewhere. I added two more Pistol Wraiths with the intention of running all four as a "unit". I considered Bloody Bradigan, and had even begun a cool conversion, but dropped him in favor of some other goodies. The Cephalyx Overlords and Bloat Thrall should be able to run off any advance-deployed units (I'm looking at you, Striders!). Finally, I hired Gorman di Wulfe. His Black Oil bombs could give me an advantage when targeting models with a high DEF.

I fought my first battle this round against Matt. I won the deployment roll and chose to set up first, a mistake. My plan to use the Cephalyx and Bloat Thrall really would have benefited from seeing Matt's deployment. As it happened, the Cephalyx weren't able to do anything during the battle except get picked off by missile fire.

In his first turn, Matt managed to kill off most of my Bane Knights with Lylyth's bow, and he almost overextended her reach. Matt managed to protect her with careful positioning on a hill and in some smoke from the Swamp Gobbers combined with Lylyth's already high DEF. Even after using Deneghra's feat and having a Perfect Conjunction, I still failed to hit Lylyth with two castings of Stygian Abyss.

In Matt's following turn, he took out all but one of my Deathrippers, which effectively killed my offensive capability. The witches really don't work well without arc nodes. As Matt advanced to kill my warcasters, I attacked Lylyth with a Helldiver that had burrowed in a previous turn. With its boosted rolls, I managed to hit, only to come up with three 1s for the damage roll. The second and third attacks failed to hit. That pretty much ended the game. Matt's army rolled in and dispatched Deneghra and the Coven.

Next, I squared off against Ron. Determined not to make the same mistake twice, I let his Skorne deploy first. I counter-deployed my Pistol Wraiths across from Ron's Venators and placed the Bane Knights opposite his Cataphract Cetrati.

On his second turn, Ron sent a titan barreling across the field and slammed the Deathjack through one of my Deathrippers. The titan's follow up obliterated the Deathjack and the poor bonejack.

I retaliated with a combination of Crippling Grasp, Stygian Abyss, and three Psychic Assaults from the Cephalyx Overlords. I knew I'd have to take out all of Ron's beasts before going after his warlocks. Killing this titan was a good start. The Pistol Wraiths fired at the Venators, and the Bile Thralls advanced to screen Deneghra. The Bloat Thrall lobbed a shot into the midst of the Paingivers and sent one unit running! The Helldivers moved forward and burrowed.

Hexeris activated his feat, and the Bronzeback rushed across the rough terrain left by the Helldivers to slam the Bloat Thrall into a Deathripper. The collateral damage and resulting eruption of the Bloat Thrall destroyed the 'jack and nearly killed the witch Helena. Due to Hexeris' feat, a destroyed Bane Knight moved over and attacked Helena. Thankfully, he missed; losing a single witch could have cost me the game!

I had moved a few of the Bane Knights into charge range of the Cetrati. Ron took the bait and engaged only three of them. On my following turn, I activated both of my feats to prevent Ron from doing too much damage to my forces, and managed to finish off the Bronzeback and most of the Cataphracts. On my left flank, the Pistol Wraiths drove off the Venators and began flanking Ron's Catapults.

Ron's remaining titan, severely wounded, fell back to Hexeris' side. One of my Helldivers surfaced and finished the beast. I then killed the Basilisk Krea, which left Ron nowhere to transfer damage, and brought Hexeris down to a single wound with Stygian Abyss. With no way for his warlocks to generate fury, Ron conceded the game.

Overall, I am very happy with my Cryx force. In the end, I wound up with an army close to 1,200 points. With a force that size, I can easily paint up an occasional 'jack or unit without becoming overwhelmed and maintain a fully painted force. I'll definitely finish up my Bloody Bradigan conversion and pick up some extra warcasters, but for now I'll take a break from painting and enjoy some games.

Ron Kruzie: Skorne

RON'S SKORNE ARMY	(1000)
MODEL/UNIT	**POINTS**
Lord Tyrant Hexeris	67
Lord Assassin Morghoul	70
Bronzeback Titan	121
Titan Gladiator x2	218
Basilisk Krea	64
Cataphract Cetrati (6)	92
Paingivers (6) x2	104
Venators (9)	103
Venator Catapult Crew x3	96
Ancestral Guardian	28
Agonizer	30
Total	**993**

Black = Same · Blue = Change · Red = New Models

A few hours at a friend's house, a few lunch breaks, and a solid weekend was all I needed to completely paint the last of the Skorne army. What a great feeling to have this army finished. Overall I am very pleased with the way it turned out. The high gloss black enamel and drybrushed gold was a good way to make the complex Skorne minis work for me.

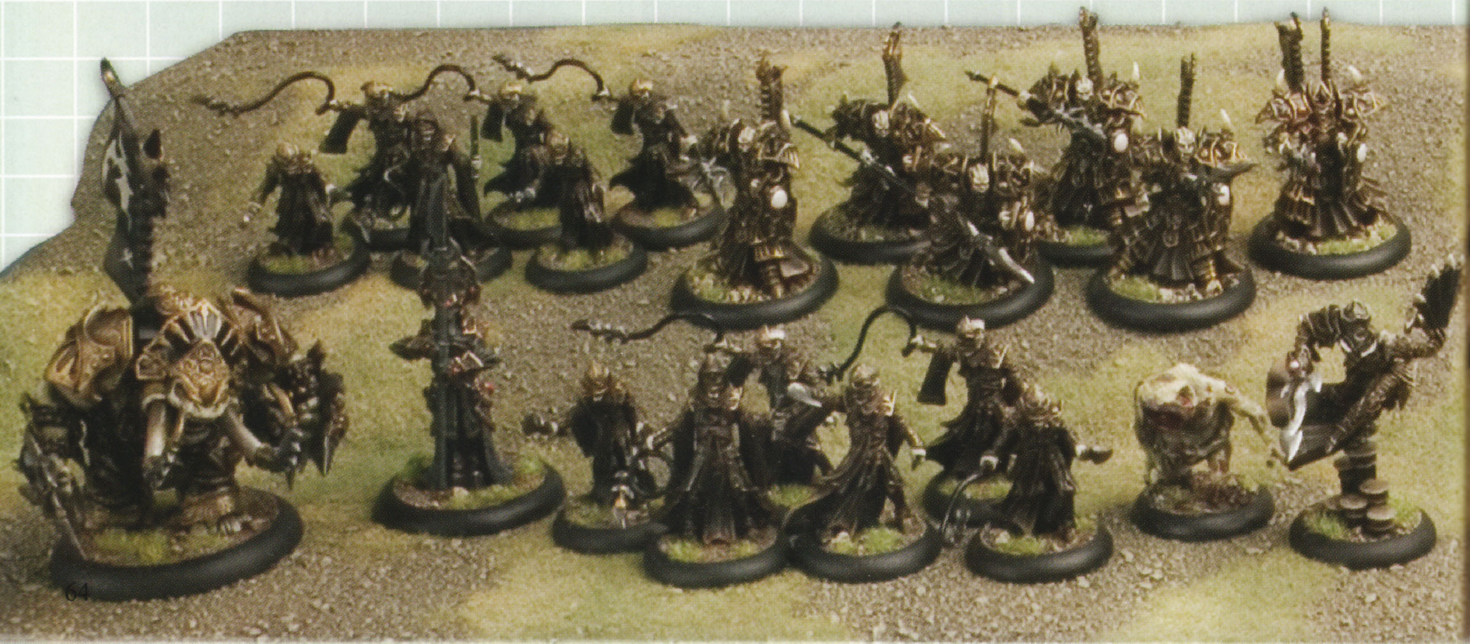
Painting the Bronzeback was an adventure. I found it a really fun mini to paint and have come to life. You could hear sound effects from my painting desk that weekend. I decided to paint him in parts, the legs and lower torso together, mounted on a base. The upper body and arms together I had perched on top of an uncapped Formula P3 Mixing Medium pot, and it fit like a glove. I also had the head as a separate part as well. Painting him in three parts made the entire painting experience simple. When I glued him together, I used glue and modeling putty at the same time. This trick works very well.

During the series of games this round, I found myself wondering why I hadn't used the Bronzeback from the very beginning. He's a beast on the battlefield!

My first game with Rob was a blast! On Turn Two, I launched a juiced-up titan into the Deathjack and killed him along with a bonejack that happened to be behind him! That felt great. The game went down hill after that; his army moved in, used both of his warcaster's feats, and just flat out butchered my army. I learned some lessons that day: First, don't overextend your warbeasts. Second, when playing against the Coven, kill every bonejack on the table with quickness.

The second game with Quentin was long, grueling, and fun. The gunned-up pirates just stood there all game. This time I had my Cetrati leading the advance with Shield Wall and the Krea's Paralytic Aura protecting them. Every shot that came at them missed or bounced off. When I finally charged the ranks, Holt was the super star. He killed everything around him. Impressive. The Death Marched Cetrati were the last thing that many pirates saw before their souls were released. After losing half my army to Montador's feat, Lord Assassin Morghoul engaged Montador. That bloody pirate made four Tough rolls in a row! Hexeris finally took him down with a Deathbringer spell, but it wasn't enough. Shae and his mechanikal swabs finished off the last of my warlocks.

The last game against Matt's Legion proved the most fun of all. It was a blood bath (mostly my blood), but I made sure that Matt knew I was there. There were many potential



catapult shots and a few heroic titan charges. I had no idea that The Forsaken could be so nasty with her Blight Shroud. I really don't like her much these days. Next time I see her, she's going to get it.

Thagrosh killed Morghoul in one swipe and engaged Hexeris in one-on-one combat. Hexeris hit almost every time he struck, but Thagrosh transferred enough damage to leave many of his beasts crippled or dead. The wounded Thagrosh quickly counterattacked, and Hexeris erupted into a cloud of ash.

I know that Archdomina Makeda smirks knowing that Hexeris is dead. Now it's her turn to finish the job that Hexeris started.

Even with the Studio Showdown complete, I plan to keep on painting minis for my Skorne army. I have learned tons of tricks and tactics with them, and I want to try out the new warlocks and units. I feel that some of my army composition and battlefield choices were not the best for winning a battle, but in the end this is a good thing. In defeat I learn and become stronger.

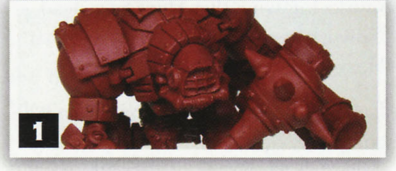
Quentin Smith: Privateers

QUENTIN'S PRIVATEER ARMY MODEL/UNIT	(1000) POINTS
Captain Bartolo Montador	71
Captain Phinneus Shae	67
Mule	110
Mariner	110
Buccaneer	61
Vanguard	76
Freebooter	92
Sea Dog Crew (6)	59
Sea Dog Rifleman UA	11
Mr. Walls	22
Sea Dog Deck Gun x2	46
Commodore Cannon & Crew	43
Bloody Bradigan	24
Dirty Meg	23
Doc Killingsworth	19
Dougal MacNaile	28
Bosun Grogspar	26
Aiyana & Holt	43
Herne & Jonne	42
Reinholdt	15
Total	**988**

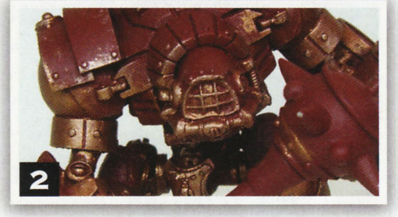
Black = Same • Red = New Models

Land ho!

The end is in sight: 1,000 points of fully painted pirates! This has been an incredible undertaking, one that has commandeered much of my free time since November. The process has taught me a lot about painting "gaming" models, something I was not too familiar with. There were definitely high and low points in this journey, with Round Three being the bottom of the barrel! I have never had to paint that many models to any quality level in such a short amount of time (maybe I waited until the last minute?). I've also enjoyed getting familiar with the game and have had a blast playing the other studio members. The pirates have so many unique and quirky rules; they were the perfect choice for me!

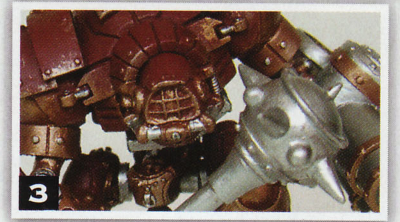


Step 1.) Spray the entire model with rust-colored primer. I used Dupli-color® automotive primer and fully covered the figure in two heavy layers. I primed every model in my army with this color, excluding the bases. By using rust primer on the pirates, you can skip base-coating at least one area of the clothing or armor. Rust primer would be a great start for any Khador army.

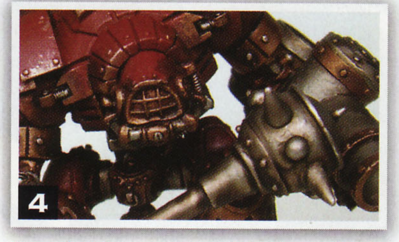


Step 2.) Do a heavy drybrush of copper on all the areas that will end up that color. Next, mix a bit of Quick Silver with the copper and do a lighter drybrush to pick out the details of the copper areas.

Quentin's Method for Painting "Oxidized Copper"


3

Step 3.) Paint all the metal areas a medium metal color. Try not to cover up any of the copper areas you just drybrushed.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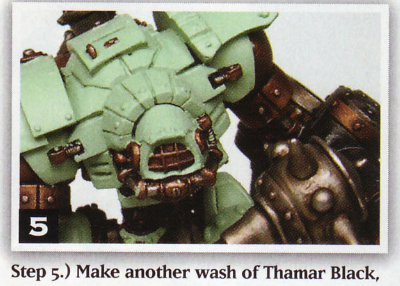
Step 4.) Make a wash by mixing Armor Wash, Brown Ink, Battlefield Brown, and lots of Formula P3 Mixing Medium. Apply this heavily to all the areas you have painted so far. Lay it on quickly and don't worry about neatness. Apply it so that everything is well covered but without forming huge pools. Put your model down, and let it dry. Do not mess with washes as they are drying.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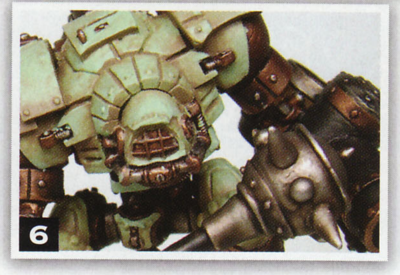
Step 5.) Make another wash of Thamar Black, Blue Ink, a dot of Battlefield Brown, and lots of Mixing Medium. Neatly paint this onto the areas of dark metal. Let the wash dry. Neatly basecoat all the "patina" areas with a mixture of Thrall Flesh, Arcane Blue, and Menoth White Highlight. I mixed up pots of this color to keep things consistent and quick.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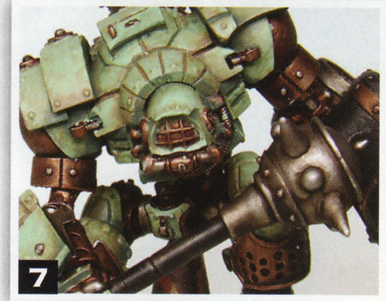
Step 6.) Blend the first shade layer of Beast Hide into all the recessed areas. I used the two-brush method and didn't concern myself with making the blends perfect.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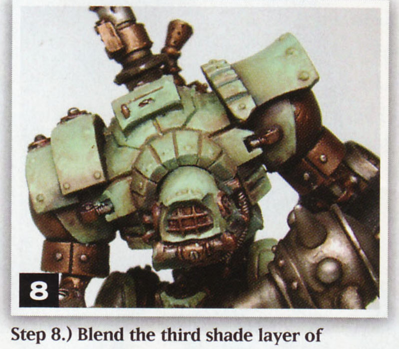
Step 7.) Blend the second shade layer of Cryx Bane Base and Arcane Blue into deeper areas of shadow. Be sure to leave some of the Beast Hide layer showing.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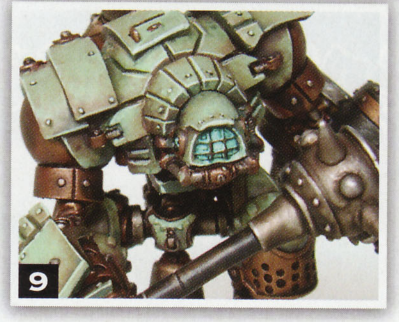
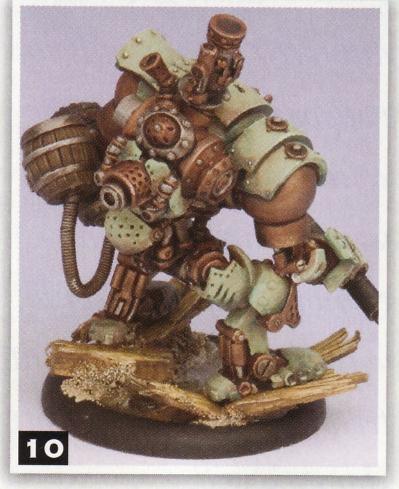
Step 8.) Blend the third shade layer of Sanguine Base and a dot of Cryx Bane Base into the deepest areas. Then, line all the cracks between armor plates, and paint all the rivets with a coat of Cryx Bane Base.


9

Step 9.) Highlight the appropriate armor edges and rivets with a 50/50 mix of "patina" base color and Menoth White Highlight. Quickly highlight key edges, points, and rivets of the metal/copper areas with silver/silver and copper mixture.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Step 10.) To paint rust, thin down Bloodstone, and blend it into the areas you want to look weathered. Follow this with a splotch of Khador Red Highlight in the deepest cracks. The glowing bits are very simple: Paint the area in Menoth White Highlight. Apply Turquoise Ink. You can slop it onto adjacent parts to give the area a radiant appearance. Try to leave the center of each glowing item "whiter" than its turquoise edges.

STUDIO SHOWDOWN CONCLUSION:

The Studio Showdown proved a fantastic challenge for all of us, and an ideal way to build up our new armies. Setting deadlines and sticking to them was a great way to motivate ourselves to paint, and when a group of friends all works at the same pace toward the same goal, there is plenty of encouragement to keep going during extended painting sessions. The hard work pays off in a very rewarding end result. We can be proud to show off our splendid forces at the local game store!

Secrets of the Wild:

The twisted progeny of the dragon Everblight stream forth to taint all who dare oppose them. Their powerful warbeasts, fleet Nyss, and hardy Ogrun have embraced the draconic blood transforming them into the teeth, wings, and hide of Everblight's will.

Blighted Destruction

Legion of Everblight Tactics in Hordes

By **David 'DC' Carl**
Art by **Andrea Uderzo** and **Eva Widermann**

1. Fury Management

There can be little doubt that the Legion of Everblight is the most blessed of the four HORDES factions when it comes to managing fury on the battlefield. They have numerous options to ensure a steady fury supply for their warlocks, while maintaining control over their warbeasts. Outside of specific spells and abilities that disrupt standard fury usage and management, a typical Legion army has little trouble keeping this element of the game well in hand.

Though at first glance the Legion lacks the same breadth of tools for ensuring a steady supply of fury that they have for managing fury on their warbeasts, this impression deceives. Consider, for example, that to claim a cumulative FURY of 8 from warbeasts, a Trollblood player must spend a *minimum* of 179 points. For the same 8 FURY, a Legion player need spend only 92 points, roughly half the Trollblood player's expenditure. A few spare, efficient Shredders can guarantee a Legion warlock's steady fury supply. When facing significant warbeast casualties, the Spawning Vessel becomes increasingly efficient at picking up the slack. A blood token converts to a fury point, and batches of five blood tokens become brand new 2-FURY warbeasts.

Keeping Legion warbeasts under control is just as convenient as keeping their warlocks stocked with fury. Forsaken can pull excess fury points from warbeasts, while Shepherds choose which model a warbeast attacks when it does frenzy. The Shepherds' Animal Mastery ability helps to conserve fury points as well as direct frenzies. A frenzied Carnivean will charge and gain boosted attack and damage rolls for all three attacks without gaining a single point of fury, ensuring plenty remains to claim the following turn. This conservation can be especially helpful in warbeast-heavy lists for those turns that generate a lot of fury.

2. Safety First

As with all HORDES armies, keeping Legion warlocks protected is critical to ultimate success. Their first line of defense is simply not being there. Not only do most Legion warlocks boast impressive FURY stats (and therefore large control areas), but well-placed Shepherds allow even 5-FURY warlocks to force warbeasts from over 18" away. When one simply *needs* to stay away from the action to stay safe, this extra buffer gives Lylyth an option Morghoul can only wishes he possessed.

The second line of defense consists of a high DEF stat and some great defensive animi. Tenacity adds a perfect little boost to survivability for most Legion warlocks, making them extremely difficult for average troops to hit with any reliability and giving a little extra armor as well. Spiny Growth is another possibility, especially for Thagrosh (who relies more on ARM than DEF). Counterblast is not an animus that directly affects a warlock's survivability, but it bears mentioning here as well. Enemy warriors will think twice before charging Thagrosh or Rhyas with Counterblast handy.

The final line of defense consists of the Legion's ubiquitous, low-cost damage transfer sinks – Shredders. Capable of draining 14 damage points apiece, each Shredder represents practically an entire fresh damage track for a Legion warlock. Not only that, but the vast majority of Legion warbeasts will never accidentally attack their warlock when they frenzy. As always, however, do not view these faction-specific defenses in a vacuum. Terrain and model placement remain a critical part of warlock safety.

Dragonspawned Army

Even without combat-oriented warrior models, a Legion army poses a serious threat on the battlefield. Shepherds enhance survivability, control, and maneuverability while Forsaken grant exceptional fury management, and the Spawning Vessel replaces lesser warbeasts that fall in battle.

Terrifying Offense
Forsaken
Warmongers
Blighted Swordsmen
Incubi

Legion armies that include terrifying entities should look for opportunities to force multiple command checks in a row. The odds of failing a single check are fairly low, but even at CMD 10, a unit is more likely to flee than not from a few Incubi, a Forsaken, and a Warmonger unit.

3. Army Building Challenges

The Legion of Everblight player does not face many of the usual army building challenges found throughout HORDES. Arguably the greatest challenge for the Legion player lies in balancing Abominations and non-Fearless models/units. With just a few exceptions, Legion units may flee from battle when pressed, a situation made all the more dangerous when even the smallest Legion armies can have multiple Abominations.

Players have two approaches to this problem. One way is to pick a side. Either build an army that includes models like Forsaken and Warmongers or build an army that includes models like Blighted Archers and Legionnaires. The former army type will often struggle with ranged support and should include several ranged-oriented warbeasts to make up for the lack of ranged warriors. The latter army build lacks the efficient fury management granted by Forsaken and the hardy melee option found in the Warmongers and should include alternate tools like Shepherds alongside melee warbeasts.

The second approach is to rely on tactics more than army building. The simplest example is to split an army in half – Abominations and ranged warbeasts on one side with non-Fearless warriors and melee warbeasts on the other. Though such a solution works, a canny opponent can exploit its lack of flexibility. Learning to maneuver and adapt to the flow of battle with Abominations in mind takes some practice but is ultimately the way to go on the battlefield.

4. Hired Help

All Legion of Everblight warlocks to date have feats that only affect Legion models, and the Legion has access to numerous Abominations, models that might make one's own Minions flee from the table. That said, however, Minions certainly have their place in Legion armies.

The Swamp Gobbers fit exceptionally well with the Legion and with Legion ranged warbeasts in particular. Rather than guessing the position of a Fog Cloud that will be placed later, Legion players can activate the Swamp Gobbers early on in a given turn. A Seraph, Teraph, Carnivean, or Angelius can then shoot straight through the cloud without any penalty and still claim some degree of protection against ranged, magic, or even melee attacks via the cloud.

Some of the other Minions that might make the cut include the Farrow Bone Grinders for enhancing the range of Legion warlocks' powerful spells and Feralgeists for giving Legion warbeasts a second chance at tearing through the dragon's enemies. Combat models/units are not out of the question, but tend to work far better with certain warlocks than others.

5. Beastmasters

As noted in the Fury Management section, the Legion of Everblight has numerous options unavailable to the other HORDES factions – lesser warbeasts, Forsaken, Shepherds, and Spawning Vessels. Alongside several solid warbeast-related spells and feats, these powerful options allow Legion players to field armies comprised almost entirely of warbeasts without stretching fury management or warbeast control beyond their means.

The 18-point Shepherd alone is a warbeast-oriented solo the envy of other HORDES factions. Not only does it allow for frenzy management and fury conservation as noted, but it also enhances control areas for the purposes of forcing warbeasts *and* enhances the recuperative powers of healing. No non-Legion 5-fury warlock could possibly heal a warbeast for nine damage circles by spending three fury points or claim the ability to force the warbeast from 18" away. The Shepherd is truly indispensable for any warbeast-heavy Legion army – inexpensive, versatile, and potent.

6. Evasive Action

Another area where Legion of Everblight armies really stand out is their ability to ignore free strikes. While Parry has been around since *WARMACHINE: Prime*, Legion players can field entire lists of free strike-ignoring models. This allows Legion models to pick their battles far more easily than most armies.

Rhyas, Harriers, Seraphs, Angelius, and Raptors ignore free strikes at all times; Saeryn, Nephilim Soldiers, and Raeks ignore free strikes under certain conditions; and Mutagenesis, Dash, Tide of Blood, and Foreboding are all warlock-specific tools that let models ignore free strikes. Use this powerful ability to eliminate key support models or even the lynchpin of the enemy army – the warcaster or warlock. It can also prove critical in scenario-oriented games by allowing a player to take objectives or reposition models to prevent an opponent from doing so.

The flip side of this valuable protection is that most models that ignore free strikes tend to have weaker ARM than other models of the same point cost. Protect these valuable assets through the use of terrain or other models/units blocking charge lanes or line of sight while advancing.

Lylyth, Herald of Everblight

The blighted Nyss archer and herald of Everblight's return is the most ranged-oriented warlock in HORDES. Though she cannot claim as many shots per turn as WARMACHINE's Lieutenant Allister Caine, the fury mechanic allows her to effectively control a number of warbeasts while still dishing out significant ranged combat damage.

Fury Management

The plethora of fury management tools available to the Legion ensures that Lylyth struggles less than her 5-FURY foes when it comes to keeping warbeasts under control. Her Blood Lure allows free warbeast charges under the right circumstances, letting Shredders and Harriers perform much like 3-FURY warbeasts. Field of Slaughter acts as an effective fury management tool by providing a third die on attack rolls even before boosting. All in all, Lylyth is a far more efficient manager of fury than her stat alone would imply.

Warbeast Preferences

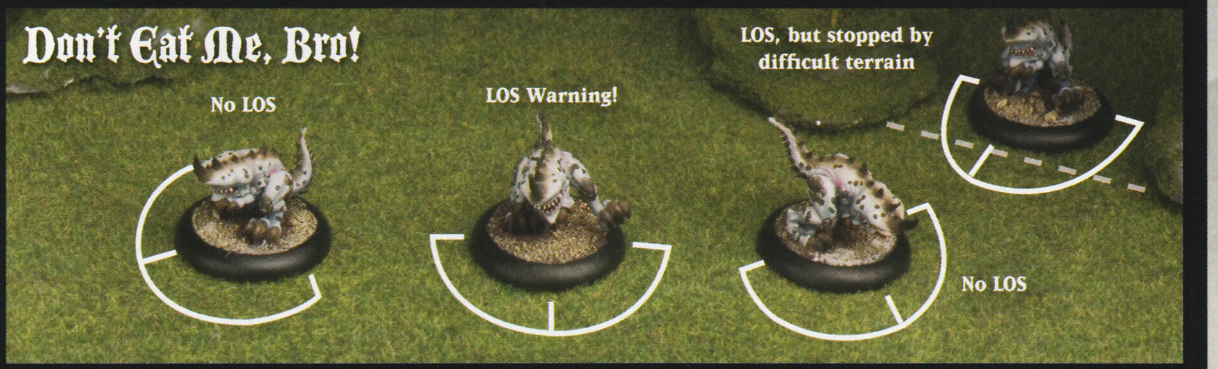
Some players think immediately of the Seraph when looking to Lylyth. While it's true that Field of Slaughter works beautifully with a good Strafe roll, it's also vital to remember that the numerous medium-POW hits provided can be mimicked by Eruption of Spines, Concentrated Volley, etc. It's important for Lylyth to also bring one or two models that can handle exceptionally hard targets. A Carnivean or Angelius will frequently make a good complement to the range-oriented portions of a Lylyth army. Shredders and Harriers are also worthy of consideration due to the increased fury efficiency Blood Lure provides them. Ultimately, a broad range of warbeasts can fit a Lylyth army, and it is best to flexibly shift the army composition to fit the needs of the particular match rather than simply pigeon-holing her with a pile of Seraphs.

Army Composition

More than any other Legion warlock, Lylyth benefits greatly from Shepherds. They allow her to fire arrows and spells from the backfield and still force front-line warbeasts (as well as directing frenzies or facilitating charges). Field of Slaughter ensures that any Legion model/unit with a number of attacks for its point cost makes an excellent addition, so consider a mix of Swordsmen, Incubi, Legionnaires, and Blighted Archers to complement Lylyth's warbeasts. Swamp Gobber Bellows Crew can also be quite useful for keeping the low-ARM warlock safe from counterattacks.

Play Style Notes

On many turns, Lylyth plays fairly straightforwardly – shoot stuff. Boost hit and damage rolls as needed, but rely on Hellsinger to dish out significant damage to the enemies of Everblight and to direct free charges from warbeasts. The intricacies lie in timing her other spells to turn the tide of battle. Witch Mark usually allows her to save fury spent on spells for when the spells are sure to hit, making the two to three fury cost a bit more palatable. Eruption of Spines can clear out low-ARM troops, Bad Blood can put a few damage points on a warlock or—just as importantly—deny a damage transfer during an assassination attempt, and Taint can frighten low-CMD troops or thwart effects like the Gorax's Primal animus.



The Adelphophagy rule can be frustrating at first, but it is by no means insurmountable. Use the line of sight arcs of the Shredders as well as rough terrain to prevent Adelphophagy from causing problems. Shredders without Shredders in line of sight frenzy normally, while Shredders in rough terrain stop cold when they try to charge.

Thagrosh, Prophet of Everblight

The unholy power of the dragon Everblight resides predominantly in the chest of his prophet Thagrosh. The blighted ogrun is a versatile warlock capable of supporting his troops and beasts, dependable in melee combat, and endowed with powerful magic.

Fury Management

With FURY 7, Thagrosh has a control area and fury management capacity that rivals the best any other faction has to offer. He does not require the fury management tools so necessary for his 5-FURY compatriots, but in a beast-heavy army build, he can certainly benefit from them. Even in the mid to late game, however, Thagrosh can ensure an adequate supply of fury via the Athanc and Dark Revival.

Warbeast Preferences

Thagrosh's warbeast choices come down to animus preferences as often as battlefield roles, and a varied selection of warbeasts can provide exceptional versatility. Tenacity and Spiny Growth enhance survivability, Counterblast and Avenging Angel provide out-of-turn counters, Massacre and True Strike enhance melee, and Slipstream and Shadow Stalk grant maneuverability options. These animi all make exceptional tools for Thagrosh, and it's sometimes harder to choose what to leave out than what to include.

Army Composition

Beyond a broad selection of warbeasts, a Thagrosh army should always include a good Draconic Blessing target. A warbeast with a significant quantity of attacks works, but a full unit of troops often makes better use of the STR buff and can spread out to affect more enemies with Terror. Blighted Swordsmen and Legionnaires are excellent choices. Including a group of Incubi in the list can further enhance the potential for non-Fearless enemies to flee from the blessed unit of blighted Nyss. Thagrosh often has little room for Minion models, but the usual supporting cast can prove beneficial when points allow. The Swamp Gobber Bellows Crew, in particular, can prove quite a boon as their cloud effect stacks beautifully with the powerful Death Shroud spell for enhanced protection against ranged and melee attacks.

Play Style Notes

Death Shroud is Thagrosh's signature spell. It significantly enhances survivability against most melee, ranged, and magic attacks. When used in conjunction with defensive and counterattack animi, Dark Revival, Draconic Blessing, and Host, a Thagrosh army emerges as the premier Legion of Everblight attrition force. While other Legion warlocks look to chop off the head, a good Thagrosh army often looks to hack the entire body to pieces. When an opening presents itself, however, Thagrosh can then deny damage transfers to an available warbeast with Twisted Form in order to allow the dragon's host to assassinate an enemy warlock or can take on the task himself by using Mutagenesis to warp in for the kill.

Due to the "cannot activate" clause of Dark Revival, do not hesitate to bring back a warbeast early on in timed games; better to have a weak warbeast that gets a second chance in the game than a strong one that never gets to activate.

Vayl, Disciple of Everblight

Vayl stands apart as the only pure FURY 8 warlock in two whole books of HORDES releases. She is also, to date, the only warlock without a melee weapon and the warlock with the fewest damage circles – a true example of arcane might without physical strength or stamina, Vayl requires some adjustment, but properly protected, her spells and feat can truly dominate the battlefield.

Fury Management

With such a high FURY in the faction with the greatest fury management tools, Vayl has a very different sort of fury management problem than most warlocks – knowing when and how much fury to hold for damage transfers. Get into the habit of looking closely for assassination options across the table, especially the hidden ones like throwing models that can't be knocked down or trampling at odd angles. At all but the very safest of times, Vayl should still hold a fury point (or a few) while allowing Forsaken and/or Shepherds to pick up any slack in direct warbeast control.

Warbeast Preferences

A Shredder or two (or twelve) not only upgrades Vayl to Rhyas-equivalent DEF/ARM for a single point of fury, but each Shredder provides more damage circles for Vayl than Vayl herself. The Incite spell allows lesser warbeasts (and Rabid lesser warbeasts in particular) to hit with far more impact than their P+S would suggest. Vayl also benefits greatly from a strong warbeast (Carnivean, Angelius, or Nephilim Soldier) for Dark Sentinel and winged warbeasts (Harrier, Seraph, and Angelius) for maximum versatility during Cat and Mouse.

Army Composition

Before filling out a Vayl army list, a player should decide whether Incite will play a big role in the army's offense or not. An Incite-oriented list leans very heavily on warbeasts and should focus on models capable of keeping Vayl as safe as possible. Swamp Gobber Bellows Crew make a natural choice, but sturdy warriors like Warmongers or Gatormen can block line of sight even for models capable of ignoring cloud effects. While Raptors have fewer wounds, Tenacity makes them DEF 15 ARM 16, and the Light Cavalry rules allow them to participate in combat before returning to protect their fragile warlock. When playing Vayl farther from the action, Farrow Bone Grinders make an excellent choice. Malice becomes far more attractive with a 13" range, and Hoarfrost can affect models up to nearly 16" from Vayl after considering Craft Talisman and the warbeast's base size (almost 23" if you can manage to use Spellbound). Raptors still are an excellent option here thanks to Cat and Mouse, but an army that doesn't focus on Incite often has far more points to spend on warriors.

Beyond considerations for Incite and Cat and Mouse, the effects of the powerful Chiller spell should also play a part in army design. An army with heavy ranged elements will want Blighted Swordsmen to carry Chiller to the archers' targets. They can then stay within 2" but outside of melee range to allow Archers, Striders, Raptors, and Seraphs to pierce enemies mercilessly. In armies without heavy ranged elements, Warmongers or Legionnaires make excellent Chiller units and allow them to hit more frequently despite a mediocre MAT.

Play Style Notes

As noted above, Vayl has two paths to victory. Putting Vayl right in the middle of the action has a great deal of risk, but also has a great payout in Insight and Dark Sentinel. Such an army brings to bear the true power of dragonspawn warbeasts. The more backfield option allows Vayl to operate in a spell/support mode, damaging and debuffing foes rather than directly enhancing beasts.

Rhyas, Sigil of Everblight

With the assistance of Shepherds and Forsaken, most Legion warlocks can avoid the "risk management" facets of HORDES better than their counterparts in other factions. Rhyas, however, embodies the risk/reward elements of HORDES as well as any warlock in the game. Her most powerful abilities are offset by the half-inch melee range they require.

Fury Management

Like Lylyth, Rhyas' FURY 5 goes a lot farther than one might think at first glance. Forsaken, Shepherds, and Spawning Vessels can smooth over most hiccups in her leaching and/or fury supply quite effectively. Furthermore, Rapport and Critical Decapitation provide warbeasts with increased chances to hit while Tide of Blood increases maneuverability and provides additional melee attacks.

Warbeast Preferences

A good Rapport target is first among Rhyas's warbeast selection. The Carnivean is the ideal candidate since it gains +2 MAT and RAT that will affect a goodly number of attack rolls in a given turn, but the spell can provide a moderate benefit to an Angelius or even a light warbeast. One or more Shredders for Tenacity are also highly beneficial to grant Rhyas DEF 17 (or DEF 21 under Death Shadow). A Seraph for Slipstream or Teraph for Counterblast provides Rhyas with additional options, but she can support warrior models quite effectively, so one should avoid filling a list entirely with warbeasts.

The Harrier is an interesting inclusion in a Rhyas list for True Strike, but choosing to hit automatically means that the powerful Critical Decapitation ability cannot trigger. It is worth using against really high-DEF targets, but it should be avoided when one wants to give Rhyas the chance to decapitate her foe.

Army Composition

The Dash spell and Tide of Blood combine to allow Rhyas's warriors to strike deep in the heart of Everblight's foes with no fear of free strikes. A Rhyas army should focus heavily on melee attacks due to Tide of Blood and Critical Decapitation, so Blighted Swordsmen, Warmongers, Legionnaires, and Raptors all make stronger choices than their ranged counterparts. You should not ignore ranged attacks entirely, but they do not form the focus of a Rhyas army.

Play Style Notes

Rhyas performs best when she can strike in the heart of the action and fade back turn after turn. Acrobatics and Perfect Balance make it virtually impossible to tie her down in melee or block off her charge lanes while Death Shadow keeps her (relatively) safe from counterattacks. Her in-your-face style also allows her to keep plenty of friendly models in her control area to launch a massive Tide of Blood, and though unpredictable, the triggering of Critical Decapitation can vastly enhance her army's melee capabilities.

Let's Try This Again.

The Spawning Vessel gains blood tokens when warbeasts are destroyed, so Dark Revival and Respawn allow the vessel to double-dip on blood tokens.

Saeryn, Omen of Everblight

A feat that can bring opposing offense to a screeching halt and a spell list the envy of many throughout the Iron Kingdoms make Saeryn a truly potent weapon for Everblight. Rather than smashing aggressively into the enemy's heart like her twin, Saeryn flits along the edges of the conflict intricately weaving victory for the dragon's horde.

Fury Management

FURY 7, Equilibrium, and Respawn mean that Saeryn will rarely have great difficulty with fury. Add in the Legion's impressive fury management tools as needed, and maintaining warbeast control and fury supply should pose no difficulty.

Warbeast Preferences

Saeryn has a suite of spells to enhance the capabilities of warriors and warbeasts alike. Her Respawn spell is the only one that must target a friendly warbeast, and it works best with the survivable heavy warbeasts. Blight Bringer is arguably the most powerful 3-fury damage spell in all of HORDES, so models that can make the most of it are quite a boon. The Harrier, in particular, is an excellent Blight Bringer target as it can fly 14" into the perfect position, and its small base allows it to fit where larger winged warbeasts cannot. Beyond a heavy warbeast and a Harrier (or few), Saeryn's warbeast choices come down to the combat role or desired animi.

Army Composition

Some players like to keep a Saeryn army very compact so that Foreboding can cover every model on the table. While certainly viable, such a plan is hardly the only option. On a given turn, how many models beyond the front lines are *really* vulnerable to melee attacks? Saeryn's Breath Stealer spell is a great tool for making the MAT 6 Legion models more accurate, so Warmongers or Legionnaires hosting Incubi can serve quite well with Saeryn. She can also bring impressive range-oriented lists to bear against her enemies. Flyby Attack, Ravenous, Light Cavalry, and Blight Bringer can allow melee combatants to become unengaged before firing volleys of arrows from Archers or Striders. Foreboding can also be a great tool for ranged units, allowing models to leave melee without suffering free strikes and opening up their assailants to combined ranged attacks.

Though Saeryn has impressive spell ranges already, a unit of Farrow Bone Grinders can give her even more target options by enhancing spell range while Swamp Gobber Bellows Crew can increase the chances of a successful Redirection.

Play Style

In a game of attrition, few can compete with Saeryn. Breath Stealer weakens opposing defense and offense, Blight Bringer rips through low-ARM models, Foreboding shuts down melee-oriented foes altogether for a round, and Respawn gives Saeryn's best warbeast a second shot at carnage. Add in the fact that Saeryn can steal an enemy's best upkeep spell, and the scales tip even farther in her favor.

In a game of assassination, Saeryn also has the tools to get the job done. Lylyth and Thagrosh can each deny one damage transfer target via Bad Blood and Twisted Form, but Saeryn can deny transferring altogether with a Mortal Wound on a warlock. The ROF 3 of her Deathspurs coupled with the low fury requirement of Equilibrium means that Saeryn can tie down up to *five* damage transfer targets even when she cannot reach the enemy warlock directly. No warlock is safe from a determined Saeryn offense.

Conclusion:

Everblight's mighty dragonspawn and blighted warlocks are truly impressive dealers of death. No matter a game's focus, melee, range, magic, attrition, assassination, warbeasts, or warriors, the Legion of Everblight has all the tools necessary to bring down their foes.

MONSTERPOCALYPSE™

BASIC STRATEGY AND PLAY

The rumbling beneath your feet means that the release of Monsterpocalypse is rapidly approaching! We've already shown you the strange and dangerous factions of the world. Now we wrap up our previews with a summary of the components, mechanics, and basic feel of the game. The monsters may not be subtle, but you still need to carefully plan your attack and choose your units and buildings to ensure success.

THE BASICS

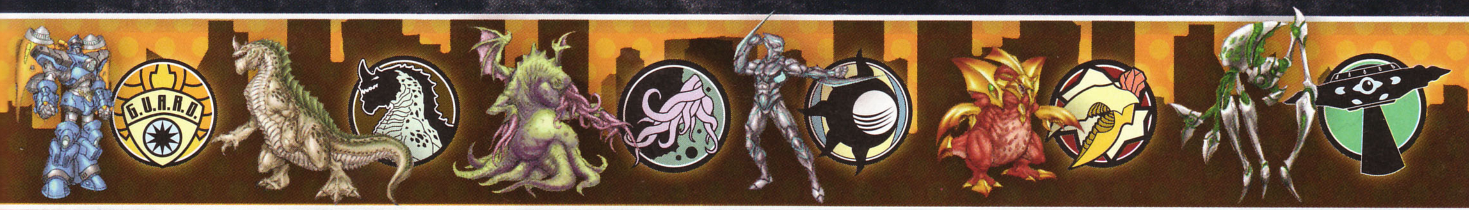
You have 10 Action Dice that you use to spawn units, perform special actions, move figures, and attack. Economical use of Action Dice is a key element of Monsterpocalypse. These dice move back and forth from your Unit Pool to your Monster Pool throughout the game. When you use an Action Die from one pool, you place it in the other pool. Each turn you choose to activate your units or your monster, but you must have at least one die in the appropriate Dice Pool. Managing to line up a pair of back-to-back Monster Activations can bring you back from the edge or put a lock on your lead.

Throughout play, you also earn Power Dice, which only monsters can use. You can add Power Dice to your attacks to dramatically increase the chances to hit, or spend them to perform power attacks. Once spent, though, a Power Die goes away until you earn it back. Usually you gain Power Dice when your monster Powers Up, but you also gain Power Dice for destroying buildings and enemy units. Using Power Dice lets you roll fewer Action Dice when attacking and save them for Powering Up, movement, or consecutive Monster Activations.

MONSTERS

Your monster is the single most important, powerful, and valuable figure that you bring to the game. Monsters have more options and health than other models, but when you lose your monster, you lose the game. Monsters have a great many abilities, however, that make them incredibly potent. Power attacks are one of the most important. Beyond just heaving another monster through buildings and into hazards, power attacks allow you to destroy multiple buildings and units in one attack and sometimes ding the other monster in the process. Power attacks allow you to maximize damage, deny your opponent extra damage, or prevent your opponent from acquiring Power Dice.

Power attacks like Rampage, Ram, and Stomp are great for dealing with units and destroying buildings. Stomp

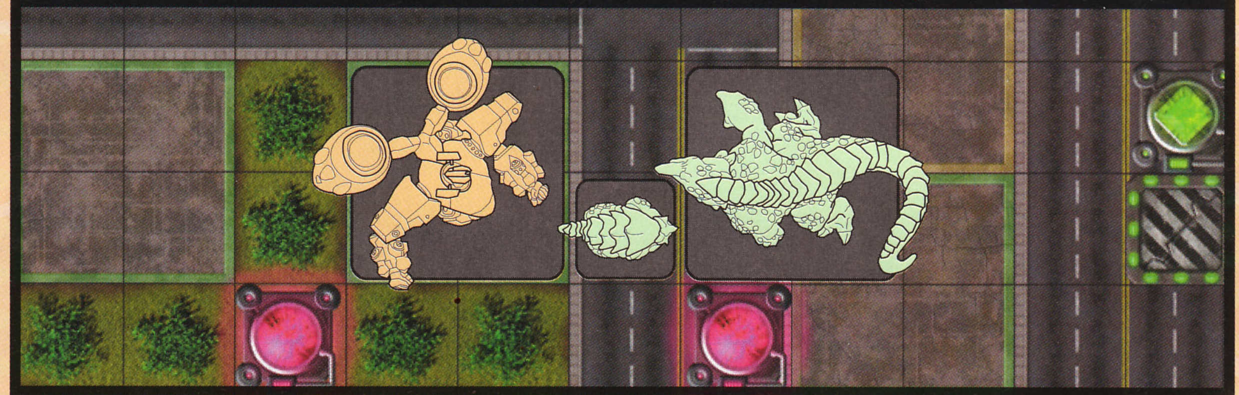


affects all building and units adjacent to the monster, where Rampage destroys everything in a monster's path as he moves in a straight line. Ram destroys an adjacent building and deals damage to units and monsters on the other side. Using power attacks to destroy units attacking your monster or screening your target can result in better positioning and provide a good supply of Power Dice.

Power attacks like Throw, Body Slam, and Smash can send your opponent's monster into buildings and hazards for extra damage. Throw hurls an opponent's monster multiple squares in a straight line over intervening figures. Body Slam places the target in a space adjacent to your monster, which makes it great as a counterattack. Smash, unlike Throw, forces the target to collide with everything (buildings, hazards, units, and other monsters) in its path. Where a Throw or Body Slam usually results in a collision between the target monster and a building, a Smash can knock the target monster into two, three, or four buildings. This can easily destroy an already damaged Alpha or Hyper form in one attack.

Tread lightly when placing your monster. Look for those lines of buildings that your opponent can Throw or Smash you into. Be cautious of those buildings that create hazards, as ending up on top of one of them means taking extra damage.

Monsters can move through friendly units but not enemy units. Power attacks against monsters require the attacker be in base-to-base contact with no overlapping between the bases (called aligned). Careful unit placement can prevent the enemy monster from getting aligned for the power attack and force your opponent to settle for a typically less damaging blast or brawl attack.



UNITS

The way you play your units determines the best way to play your monster. You have three basic strategies for units. You can use them to acquire Power Dice, deny your opponent Power Dice, or damage your opponent's monster.

Units gain your monster Power Dice in three basic ways: holding Power Zones, securing buildings, and destroying enemy units. Holding Power Zones require only that one unit sit on a marked location. Some units have abilities, like Amplify and Nesting, that key off of holding a Power Zone. Power Zones tend to lie in the middle of the battle map, however, which means you've got a fight on your hands when your opponent starts going after Power Zones as well.

Securing buildings is a bit tougher in that you need at least three units to do it. On the upside, you normally get some additional benefit from holding the building, and you can sometimes place buildings such that you can hold two buildings with only three figures.

Hunting your opponent's units also yields Power Dice. While this relies on your opponent giving you targets, you can theoretically rack up two or three Power Dice each turn or more with certain abilities. An additional bonus to hunting your opponent's units lies in the simple fact that your opponent needs units to hold Power Zones and secure buildings. The downside to this approach appears when your opponent holds his units back or simply limits the number of units he puts in play. A savvy player may also place his units so that abilities like Chain Reaction and Explosion, which can damage multiple units with one attack, cannot fulfill their mass destruction potential.

The flip side to acquiring Power Dice is denying them to your opponent. This can involve preventing your opponent from securing buildings or holding Negative Zones (which take away your opponent's Power Dice when you Power Up). Even simply holding Power Zones in the middle of the map can force your opponent to address your units or seek out other options.

Perhaps the most important use of units is attacking your opponent's monster. Properly placed and coordinated units can even deliver up to two hits against an enemy monster with a little luck. These one and two point turns can easily give you the lead in the damage count and make things a lot harder for the other guy.

Take a look inside the files and dossiers of Gavyn Kyle, the Iron Kingdoms' premier spy. Gathered at great expense and risk, these dossiers give a behind-the-scenes look at the histories and motivations of some of the warcasters and warlocks of WARMACHINE and HORDES.

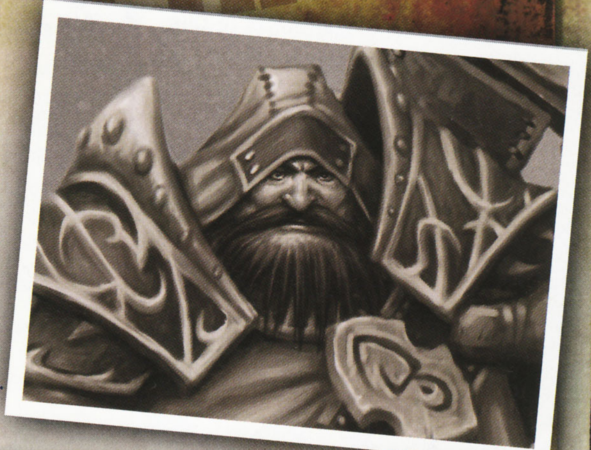
The Gavyn Kyle FILES

Transcribed by **Douglas Seacat** · Art by **Andrew Arconti, Chris Walton** and **Matt Wilson**

BALDUR THE STONECLEAVER

Your recent requests related to leaders of fringe groups presents new challenges. These dossiers require time and have necessitated unorthodox methods. The secretive "Circle Orboros" maintains no written archive that I have located. Of necessity I gathered all information second-hand and by word of mouth and cannot guarantee its accuracy with my customary assurance.

—G.K.



Balder the Stonecleaver Summary

Aliases: The Rock of Orboros, Stonecleaver, Prime Earth Shaper, Wold Potent

Born: Unknown. **Best guess:** 534 AR, near Boarsgate. Descriptions of Baldur suggest a younger man, but sources insist this group does not suffer the usual disfigurements of aging.

Family Status: Unknown. According to one (I think more likely) hypothesis Baldur's family line derives from southern Khards native to the hills north of Boarsgate. One of my contacts mentioned he had heard Baldur claim to hail from this region. A number of families in the vicinity have reported children missing under suspicious circumstances over the past few decades, including Fodor and Yelena Aikevich who reported the disappearance of their eldest male child in 541 AR during a freakishly violent thunderstorm.

Mentored: The Circle uses a mentor/apprentice system, but I have not found the identity of Baldur's mentor. He associates with a powerful figure named "Krueger", but they may be peers. Baldur is apparently a favored mentor of several significant subordinates.

Territories: Baldur supervises "overseers" in (at least) the following disconnected regions: the southern Wyrmwall, the Marchfells, the Glimmerwood, Blackroot Wood, Thundercliff Peaks, the Thornwood, Malgur Forest, and the Olgunholt. There may be more.

Authority: As a "potent", Baldur is apparently among the upper echelon, only subordinate to the three "omnipotents" of the Circle. Disparate sources consistently describe him as a stabilizing force.

Corvis University

Their division of authority bears no resemblance to familiar hierarchies such as the feudalism of the Thousand Cities Era. Druids do not have "borders" encompassing lands. My source insists they focus solely on specific sacred sites scattered sparsely across a region, ignoring those who occupy the spaces between. As a ranked potent your Baldur is likely responsible for a huge array of such sites.

All potents report to the three omnipotents (such a grandiose title!) who lead their cult and have divided western Immoren into larger contiguous regions for oversight. I know not their names. My source referred to them only as "the Unyielding, He Who Watches, and the Desertwalker". Apparently they divide western Immoren into the north, the south, and the east respectively.

Those ranked as potents have territories scattered through all three regions. Therefore a potent like Baldur does not fall within the purview of a single omnipotent. Rather, as he conducts his activities, he likely answers to whichever omnipotent controls that region. Acting in the east, he reports to the eastern omnipotent; in the south, to the southern one, and so on. Subordinate ranks like overseer work the same way. For this reason, the Circle Orboros has no "chain of command" but rather a "chain of territorial influence".

Erick Masterson
Proffessor, Department of History, Woldead Proffessor of Divinity, Corvis University

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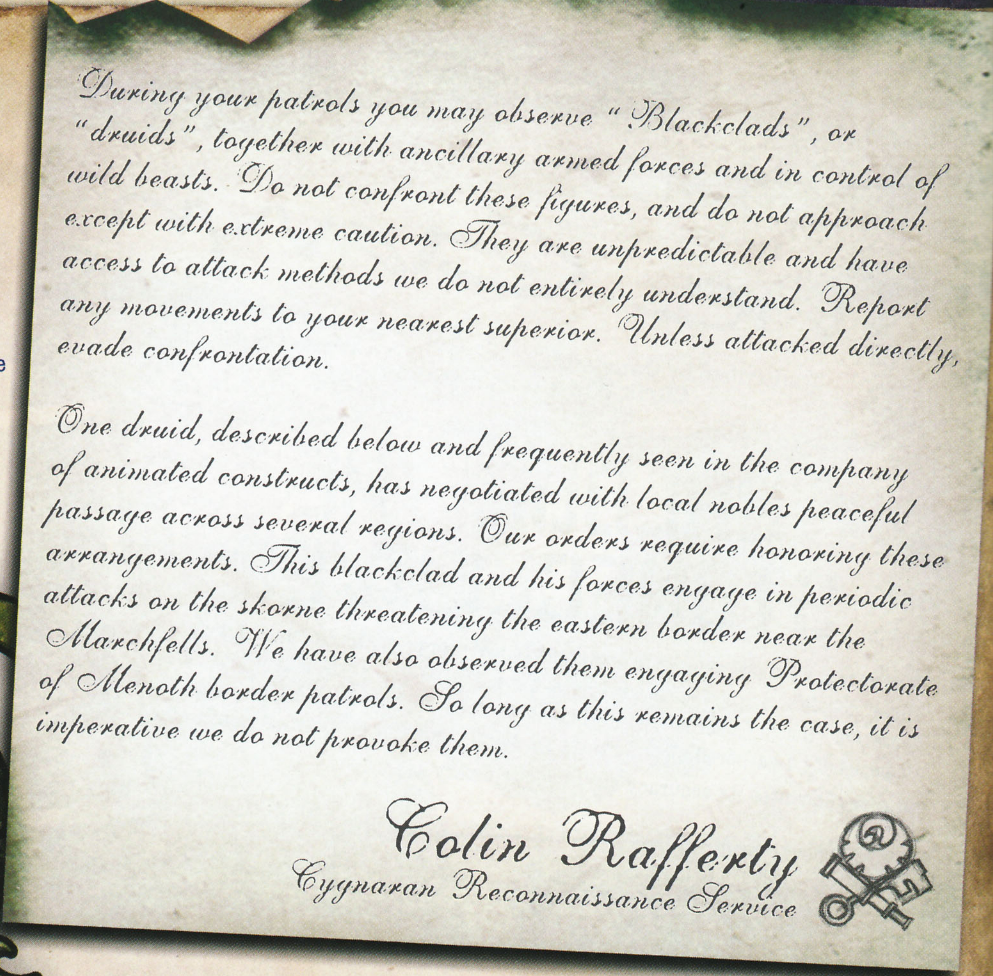
I acquired a useful overview of Circle Orboros hierarchy (excerpted below) from a Corvis University scholar specializing in occult ritual societies. He was apparently able to learn this as part of an information trade related to his studies of the Cult of Cyriss, which the druids desired.

There are few mentions of blackclads in official military documents, but I did happen upon this fascinating, if brief, report sent to members of the Cygnaran Reconnaissance Service responsible for that nation's borders. The unnamed druid mentioned in this report may be Baldur.

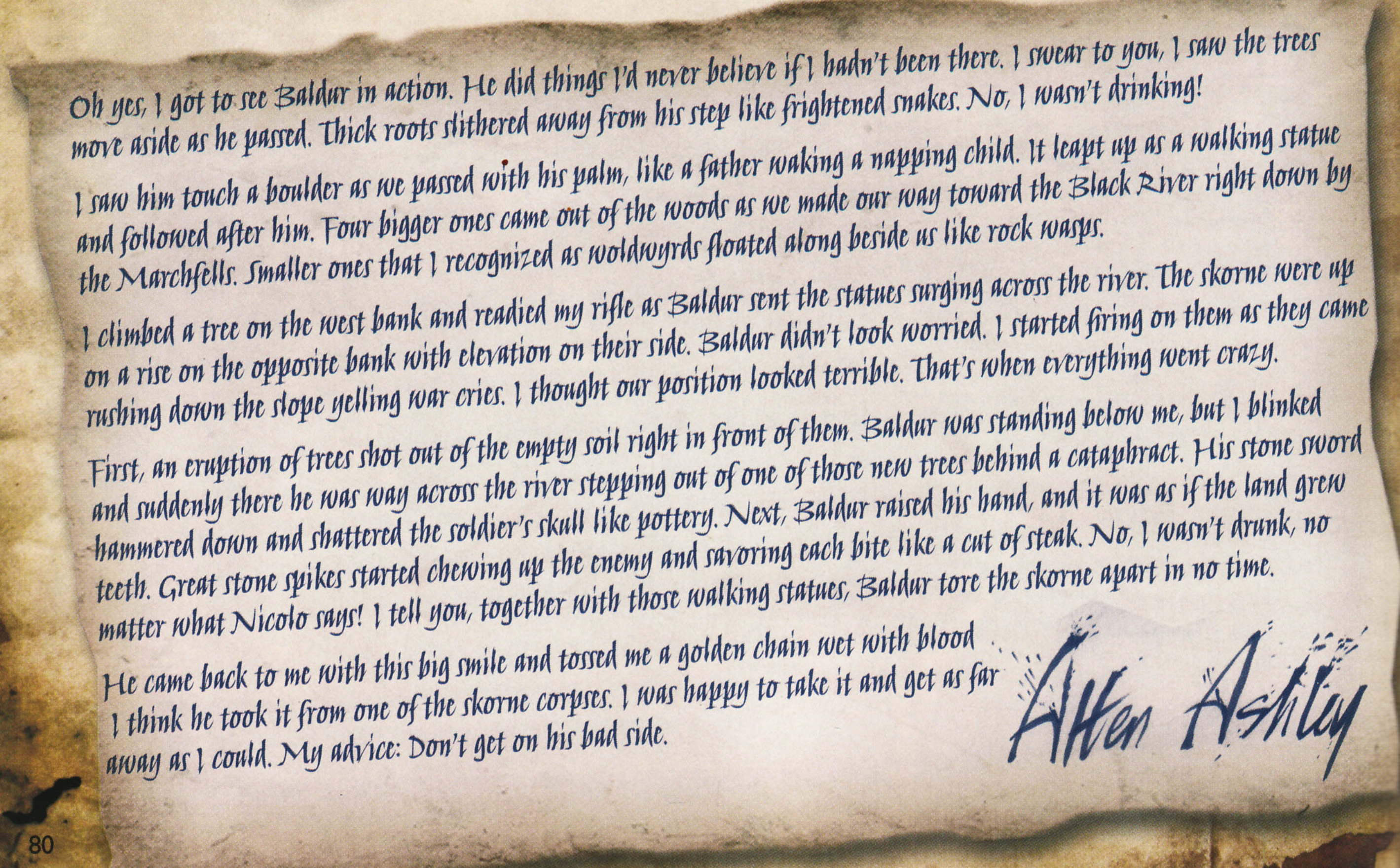


During your patrols you may observe "Blackclads", or "druids", together with ancillary armed forces and in control of wild beasts. Do not confront these figures, and do not approach except with extreme caution. They are unpredictable and have access to attack methods we do not entirely understand. Report any movements to your nearest superior. Unless attacked directly, evade confrontation.

One druid, described below and frequently seen in the company of animated constructs, has negotiated with local nobles peaceful passage across several regions. Our orders require honoring these arrangements. This blackclad and his forces engage in periodic attacks on the skorne threatening the eastern border near the Marchfells. We have also observed them engaging Protectorate of Menoth border patrols. So long as this remains the case, it is imperative we do not provoke them.

Colin Rafferty
Cygnaran Reconnaissance Service

Given how far I was operating out of my area of expertise, I decided to contact a notorious mercenary hunter from Ternon Crag known to have worked with the druids. He provided the following anecdote. I cannot verify its veracity, but the particulars match other accounts.



Oh yes, I got to see Baldur in action. He did things I'd never believe if I hadn't been there. I swear to you, I saw the trees move aside as he passed. Thick roots slithered away from his step like frightened snakes. No, I wasn't drinking!

I saw him touch a boulder as we passed with his palm, like a father waking a napping child. It leapt up as a walking statue and followed after him. Four bigger ones came out of the woods as we made our way toward the Black River right down by the Marchfells. Smaller ones that I recognized as woldwyrds floated along beside us like rock wasps.

I climbed a tree on the west bank and readied my rifle as Baldur sent the statues surging across the river. The skorne were up on a rise on the opposite bank with elevation on their side. Baldur didn't look worried. I started firing on them as they came rushing down the slope yelling war cries. I thought our position looked terrible. That's when everything went crazy.

First, an eruption of trees shot out of the empty soil right in front of them. Baldur was standing below me, but I blinked and suddenly there he was way across the river stepping out of one of those new trees behind a cataphract. His stone sword hammered down and shattered the soldier's skull like pottery. Next, Baldur raised his hand, and it was as if the land grew teeth. Great stone spikes started chewing up the enemy and savoring each bite like a cut of steak. No, I wasn't drunk, no matter what Nicolo says! I tell you, together with those walking statues, Baldur tore the skorne apart in no time.

He came back to me with this big smile and tossed me a golden chain wet with blood. I think he took it from one of the skorne corpses. I was happy to take it and get as far away as I could. My advice: Don't get on his bad side.

Allen Ashley

They were a tight-knit crew in those northern hills, nothing like any mercenary company I've seen. It was clear if you stayed on they expected you to join their moonlit ceremonies. Those of us there for coin didn't even know who had hired us, not at first. I enjoyed the training and the kinship with the men, but it was obvious our hunt leader was no mercenary. He believed in some higher cause he never explained. Bloody fanatic.

We went up against some winter elves camped in the northern Thundercliff. After we drove them off the black-robed ones arrived. I'd heard all the grim stories about blackclads as a lad and here they were, bold as bastards and clearly running the show. Their leader walked up to the sheer rock wall over the camp and admired like something priceless. It was just a wall of rock to me.

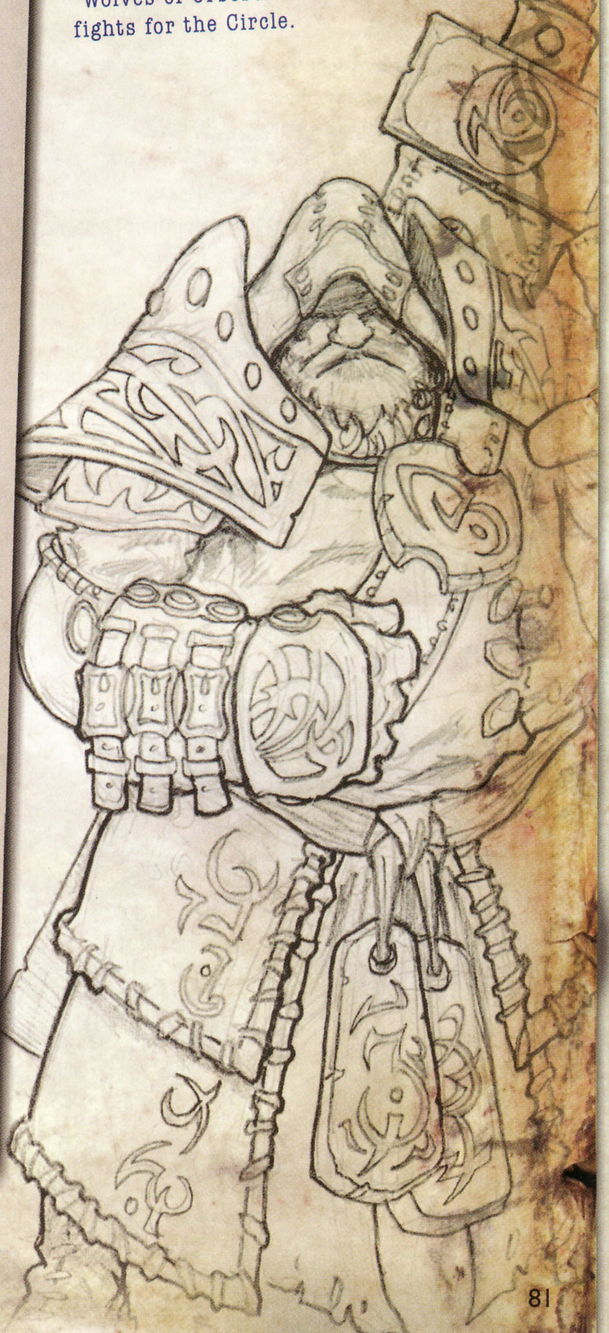
We had three weeks of boring patrols guarding that rock wall before he arrived. When I asked who he was, my hunt leader gave me a cold stare and said, "He is the Rock of Orboros. That is all you need to know." He always said things like that, as if he knew secrets we weren't worthy of.

I was standing watch when this man walked up to the stone wall. The other blackclads started chanting in low voices and Baldur hefted his sword to swing it directly against the center of the face. It hit with a sound like thunder and the entire wall cracked. Blocks of stone began to tumble down to land at his feet, moving slow and gentle-like. Oddest thing I've ever seen.

He walked the line, pointed at each rock, and spoke words that made no sense to me. "Warden, watcher, watcher, weird, warden, weird, weird, watcher, shifter." My hunt leader called me to patrol so I saw no more. It was only later when I saw the woldwardens (I had to ask my hunt leader several times to learn even the name) that I realized why Baldur had set those stones aside. That wall was a quarry. Instead of a hundred men slaving with picks and chisels, all they needed was one man to touch the stone.

Gaspar Madracar
The Kovosk Irregulars

From the monster hunter Alten Ashley, I learned the identity of a mercenary living near the Thundercliff Peaks who had come into contact with druids. This man related his recruitment into a secretive group called the "Wolves of Orboros" that fights for the Circle.



Guts and Gears takes a look at the men, machines, and monsters of the Iron Kingdoms. Read about what it takes to be a warrior or warbeast with one of the many factions or look into the mechanikal workings of hulking warjacks and what it takes to get these multi-ton constructs to dominate the battlefield.

By ***Andrew Linstrom*** • Art by ***Andrew Hou*** and ***Eric Deschamp***

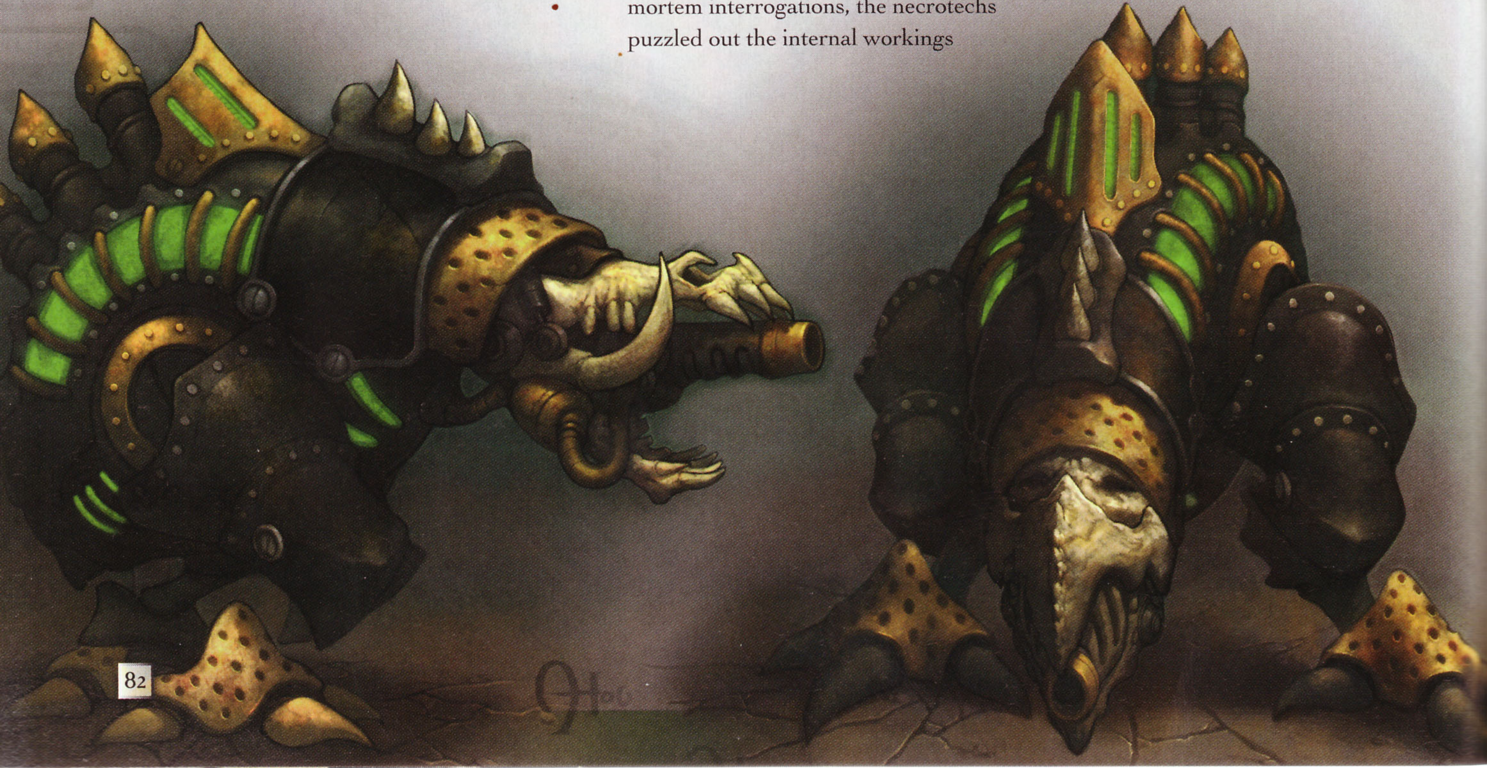
Guts & Gears

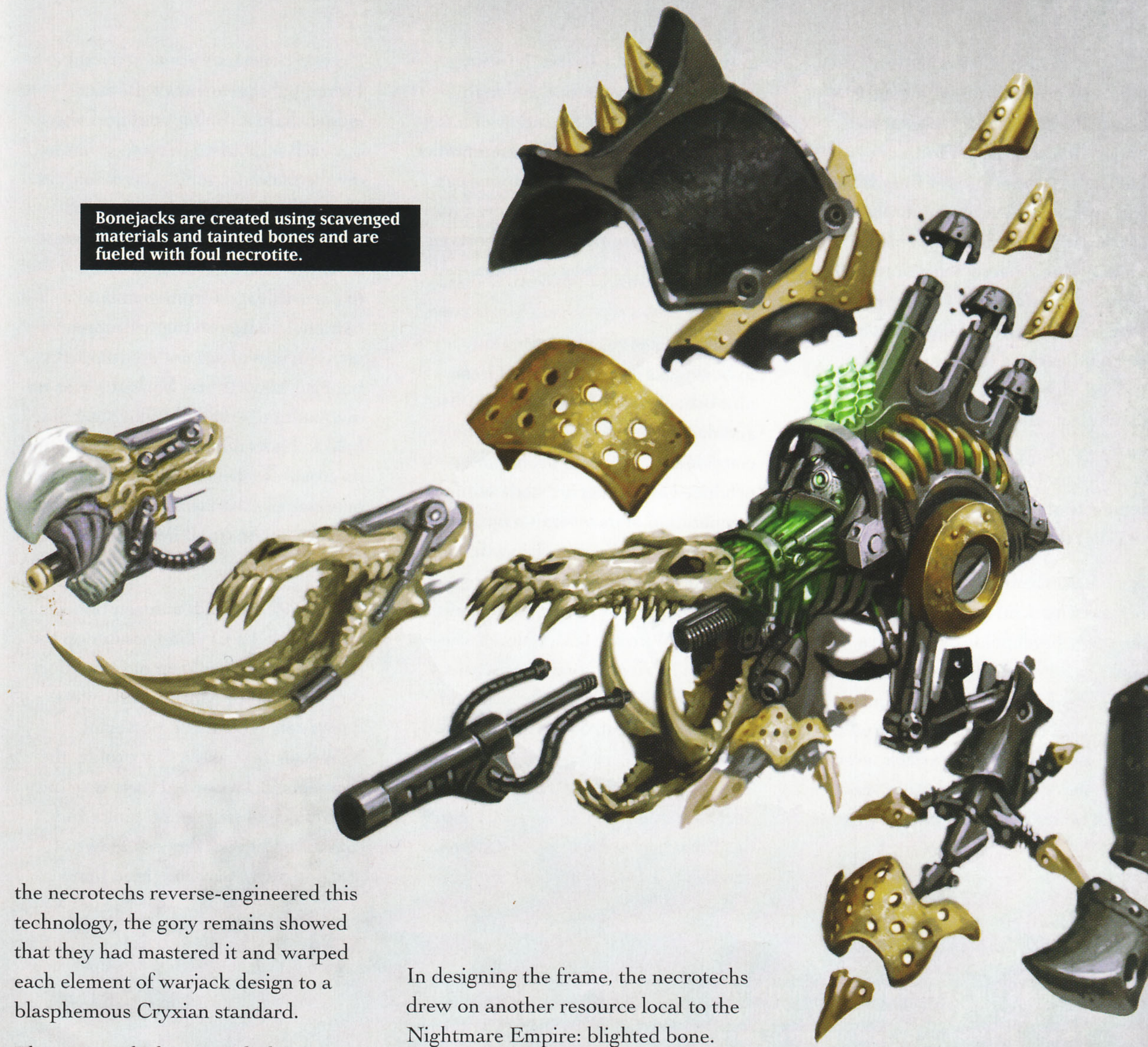
BONEJACKS

The nightmare armies of Cryx have perverted and turned the technologies of the Iron Kingdoms on their builders for centuries. The mélange of blasphemous necrotech and cunning mechanika called bonejacks make an excellent example. Fast and light, these constructs can close distances and flank defending forces with unnatural speed. They carry weapons ranging from ironbound jaws and claws capable of rending flesh and armor to alchemical cannons that spew bone-stripping corrosive solutions. Some bear spell-relaying arc nodes to project their master's power even farther across the battlefield. Unlike the light warjacks of the mainland nations, which serve as symbols of defense and security and national pride as much as naked force, bonejacks represent nothing but cruel and swift carnage given frightening form.

Among the earliest products of Cryxian warjack technology, the first bonejacks appeared alongside their larger cousins the helljacks. During the chaos of the Border Wars between Cygnar and Khador in the late third and early fourth centuries AR, Cryxian agents smuggled back the wrecks of warjacks found on northern battlefields and the bodies of unfortunate journeyman warcasters that lay beside them. After long analyses, dissections, dismantlings, and necromantically-enabled post-mortem interrogations, the necrotechs puzzled out the internal workings of the warjacks, their cortexes, and the specialized armor worn by their unusually gifted commanders.

Sightings of small, twisted warjacks fighting alongside Cryxian raiders started filtering in from coastal fortresses and sacked seaside towns around 350 AR. Though initially dismissed as ghost stories or the product of minds stirred by the kind of otherworldly fear Cryxian attacks can instill, mainland armies soon recovered numerous bonejack wrecks. The kingdoms had to confront a terrible truth: the Dragonfather's servants possessed a hitherto unknown and terrible breed of warjack technology. Not merely had





Bonejacks are created using scavenged materials and tainted bones and are fueled with foul necrotite.

the necrotechs reverse-engineered this technology, the gory remains showed that they had mastered it and warped each element of warjack design to a blasphemous Cryxian standard.

The necrotechs began with the power plant. The Cryxian war machines discarded coal for necrotite, which burns much more efficiently. Necrotite-fueled boilers afford Cryxian warjacks equivalent power from significantly smaller engines than mainland designs. The foul energies secreted by the toxic material also seem to make the 'jack's mechanikal mind more bloodthirsty and cruel. In extremis, Cryxian forces can fuel bonejacks with ordinary coal at reduced efficiency, but only when fired with necrotite do bonejacks achieve peak performance. Additionally, the toxic nature of necrotite makes salvaging battlefields poisonous for anyone besides those resistant to or beyond necrotite's effects.

In designing the frame, the necrotechs drew on another resource local to the Nightmare Empire: blighted bone. Just as the blighted timber composing the blackships of the Dragonfather's navy is as strong as metal but considerably lighter, the skeletons of great beasts steeped in the blight stand as strong as iron girders. The necrotechs found an ample supply of blighted bone in the Pits, a ruined valley whose story was forgotten even before the coming of the Dragonfather and since thoroughly corrupted by His presence (see Terrain, pp. 38-43 for how to make a Bone Excavator from that area). From this element of their construction did the bonejacks take their moniker.

The necrotechs bent the warjacks' man-like silhouettes into something monstrous. The bonejacks became armless bounders with snapping jaws or bile-vomiting barrels, or loping monstrosities that leap through the air or claw through the dirt. The necrotechs pulled ideal specimens of teeth or tusks from their stocks of blighted bone and returned those parts to their natural purpose in a textbook example of twisted Cryxian thrift.

Post mortem interrogations of arcane mechanics and wizards of the Fraternal Order gave the necrotechs dramatic insight into the process of cortex design and manufacture. This forensic necromancy allowed them to rapidly unlock captured cortexes and develop their own versions. While simpler than the cortexes of mainland light warjacks, the consciousnesses of bonejacks give them a low, bloodthirsty cunning and cruelty that both ideally serves their battlefield roles and perfectly suits their masters' inclinations.

The simple and plentiful nature of their components allows assembly of bonejacks in small workshops under almost any conditions. Helljacks require proper foundries with specialized equipment, teams of trained technicians, and plenty of time. A single necrotech can turn the proper materials into a Deathripper or Defiler in a matter of days or a Stalker or Helldiver in a few scant weeks. Indeed, necrotechs across Cryx, the black fleet, and concealed mainland bases crank out bonejacks with a rapidity that would shake the human realms to their cores if they had but the slightest inkling of the scale.

Such bases lie hidden in desolate regions and send out salvage parties to recent battlefields or sites that divinations hint will soon suffer conflict. Mainland battlegrounds provide all the materials required to produce a bonejack. Warjack wrecks yield armor plating and other scrap metal, boiler parts, pneumatic pistons, and mechanikal conduit. Necrotite for fuel forms beneath the slaughter fields where the blood and grief has seeped under the soil. The ammunition for toxic and corrosive weapons can be easily manufactured in secret, for the Iron Kingdoms have no shortage of unwatched corpses and industrial effluvia.

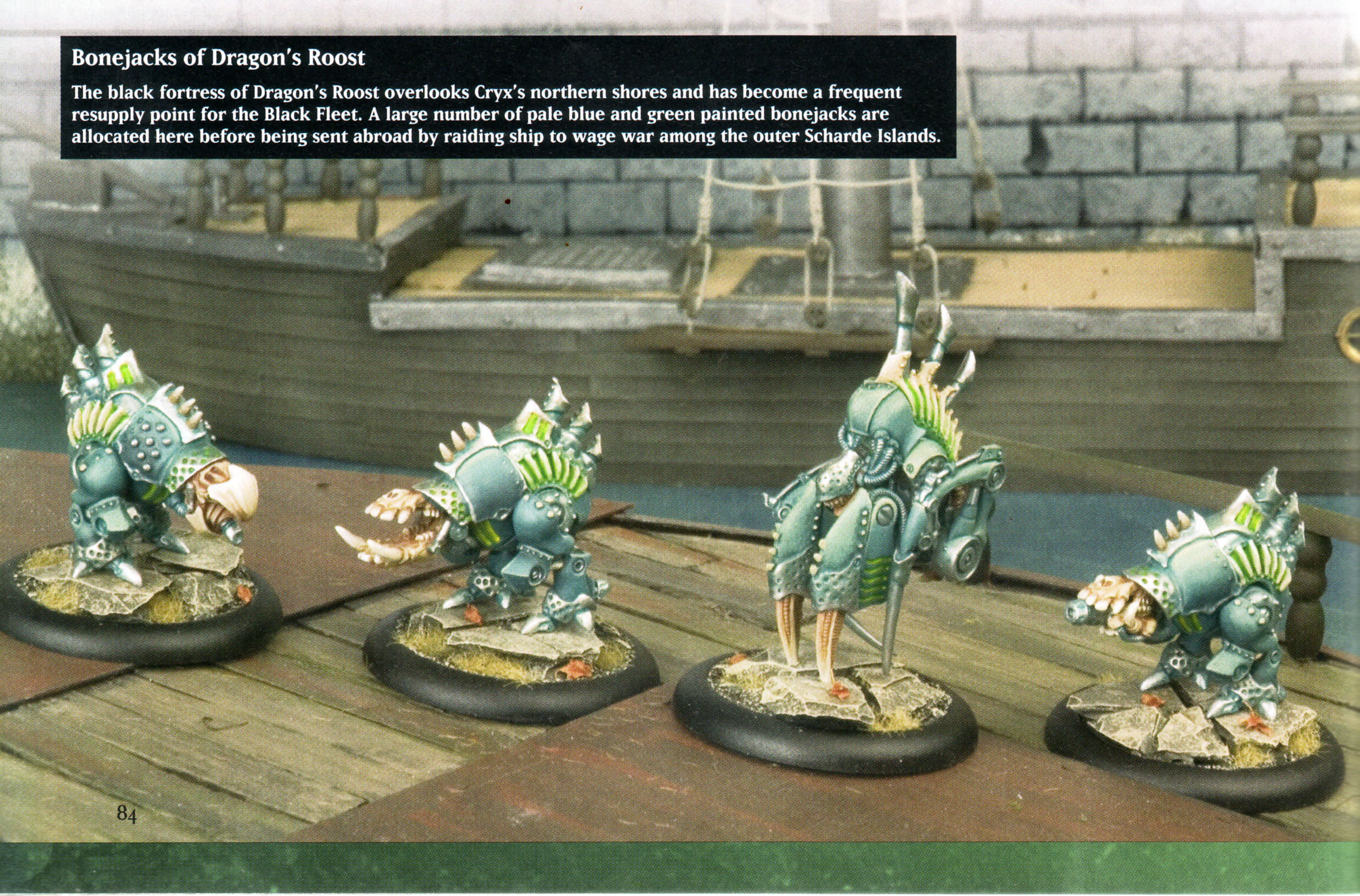
Another potent element common to bonejacks is the arc node. Great numbers of necrotechs toil night and day in the production of such components. Forensic necromancy produced a Cryxian arc node within a generation of its invention and deployment by Cygnar. Its swift incorporation into Cryx's fastest bonejacks begat a new Cryxian military doctrine. With arc nodes mounted on multiple carriers, Cryxian warcasters could now penetrate battle lines and channel their destructive magic directly towards the enemy's commanders. The tactic resembles a large-scale decapitation, a sudden severing of the head that leaves the body to writhe in confusion before dying.

No two bonejacks are exactly alike. Individual specimens of the same model share a similar configuration, but each individual necrotech has his own techniques, tools, and resources. They also use available materials, ranging from machine-tooled plates from the black furnaces of Skell to parts salvaged from mainland battlefields. Before the widespread introduction of arc node-equipped bonejacks, each new bonejack was its own uniquely crafted killing machine, held to no standard of likeness beyond its creator's own cutthroat caprice and occasionally the tastes of war witches, reaver captains, and lich lords making special requests.

In late 502 AR, half a dozen bonejacks spearheaded a Cryxian assault on the dogged Cygnaran keep of Crownfort on the island of Morovan. Armless constructs with short, powerful, bent-back legs and a low profile, the new bonejacks bowled their way into the surprised defenders' ranks and unleashed havoc. Powerful jaws of steam-driven, bare, blighted bone

Bonejacks of Dragon's Roost

The black fortress of Dragon's Roost overlooks Cryx's northern shores and has become a frequent resupply point for the Black Fleet. A large number of pale blue and green painted bonejacks are allocated here before being sent abroad by raiding ship to wage war among the outer Scharde Islands.



slammed open and shut repeatedly once they'd found initial purchase and mangled quivering flesh and riveted iron alike. More significantly, the arc nodes on their backs crackled with terrible energy as their controlling war witch channeled powerful spells into the defenders. The Cygnarans rallied in time to reestablish their lines, hold the fortress against the Cryxian troops, destroy all but one of the bonejacks. The last Deathripper ran up an improvised ramp of its own ruined brethren and a wrecked Cygnaran warjack onto the battlements and allowed the war witch to channel a final green burst of necrotic fire into the keep's crowded main hall. The blood and soot stain those stones to this day as a chilling reminder that true security from Cryxian aggression is only a fantasy.

DEATHRIPPER

After the Crownfort raid, the Deathripper became for a time the most sought-after bonejack in the Nightmare Empire. Necrotechs up and down the Scharde Isles quickly grew accustomed to fitting most of their creations with snapping jaws, two swift legs, and a humming arc node. It took nearly a decade for mainland defenders to adapt to the unrivaled speed and arcane flexibility imparted by Cryx's newest weapon. When the tactical doctrines of Cygnar, Ord, and Khador finally caught up to the Deathripper's effectiveness in melee, another forgotten necrotech took the liberty of stuffing the Deathripper's maw with a corrosive acid projector to create the Defiler. When first deployed in 512 AR, defenders universally mistook the Defilers for Deathrippers. Those soldiers expecting to meet the bonejack tooth-to-blade instead died when the 'jack paused in its eager bounding to unleash a jet of corrosive vitriol.

Such doctrines—habits, even—of nightmarish mystery and hellacious surprise served the Dragonfather's forces well throughout the 500s AR. Enterprising necrotechs continued to piece together unique bonejack designs while still producing the Deathrippers and Defilers demanded by their masters. From among these twisted innovations came the Stalker, a stealthy horror capable of terrific leaps across the field. The Stalker brings death with little warning as it hisses from out of the mist or behind cover. Its talon-like, black iron blades are specially enhanced to disrupt the power fields of enemy warcasters. No mainland authority can trace the true inception date for this mechanical assassin, and so careful do Cryxian forces strip battlefields of the remains of those few Stalkers that fail that mainland militaries debated the 'jack's very existence for generations.

The Scharde Invasions (584-588 AR) provided numerous confrontations between mainlanders and Cryxian warjacks. By the time the tide turned, the armies of Cygnar were well acquainted with these horrors; if not necessarily with how to fight them, then at least with the terror they instilled. For the necrotechs, the Scharde Invasions provided unmatched field experience for existing bonejack designs and inspiration for new creations. Many of these freshly inspired necrotechs now lurked on the mainland itself among the Lich Lord Asphyxious' secret occupation force.

By the end of the Invasions, it seemed that the mainland militaries had grown accustomed to the dichotomy between Deathrippers and Defilers. The necrotechs then tweaked the line further by exchanging the Defiler's sludge cannon for a deadly doomspitter. The new Nightwretch, with the power to blast smoking holes in enemy lines and hammer enemy warjacks with vile materials, further diversified Cryx's threat portfolio and made their predations all the more difficult to defeat.

Since the invasion of Llael and the expanding conflict in the Thornwood, the Iron Kingdoms have left themselves ripe for Cryxian exploitation. Fresh battlefields provide salvage, bodies, and necrotite to fuel the necrotech workshops and manufactories in the Thornwood's hidden fastnesses. A new design called the Helldiver was developed on the mainland initially for striking at dug-in Cygnaran and Khadoran positions while these old rivals are distracted with each other. Research and production of bonejacks proceeds at its highest rate in the necro-mechanikal constructs' history, right under the soil of the Iron Kingdoms themselves.

BONEJACKS TACTICS

By ***David Boeren***

Cryxian armies have few more iconic models than the original three bonejacks: the Deathripper, Nightwretch, and Defiler. Even today, people usually use the term "bonejack" to mean these three and not the Stalker or Helldiver. The key differentiating feature is the arc node, and that goes a long way toward defining Cryxian play style. For the remainder of this article, the term bonejack will only refer to the arc node-bearing types.

CHEAPER BY THE DOZEN

At half the price of other factions' arc nodes, Cryx can field them in numbers impractical for any other army to match. You can usually expect around three to five arc nodes, depending on the warcaster. This number often startles someone used to playing other factions. Goreshade and Terminus tend to use fewer while Deneghra, Asphyxious, and the Coven are the real arc node addicts. Personal play style allows for considerable variation, so don't fear to break from convention if you have a solid plan.

BASIC BONEJACK TACTICS

Whether you run just a couple or a whole pack of them, these simple tricks can help make sure your bonejacks survive to reach their destinations.

- **Run in waves**. Generally you can only arc one or two major offensive spells per turn, so hold most of your bonejacks back and only run up one or two at a time. You can reuse it if your opponent fails to disable it, but even if he does you don't risk losing several of them at once.
- **Use terrain**. Bonejacks run blazingly fast, so don't go out of your way if you can protect them better by moving through the natural features on the board. Keep a sliver of the model in a forest for concealment. Place them behind walls for cover or out of LOS. Only rarely will a 14" run not get them into spell-channeling range from almost anywhere.
- **Recognize dangers.** DEF and positioning keeps your bonejacks alive. Watch for high MAT troops and solos, models with combined attacks, or anything that can boost its attack rolls. Beware of models with Reach, they can threaten a large area and engaged arc nodes can't channel. Ghost Walk helps ignore that particular problem.
- **Use escorts.** Keeping other models near your bonejack can give you a chance to kill anything attempting to engage you and provide a deterrent to trying it in the first place. Alternatively, defensive escorts can block charges to your bonejacks or limit enemy response with cloud effects or de-buffs.

BEYOND THE ARC NODE

What else can you do with a bonejack? Losing a system doesn't make it useless, nor do they have to just sit around doing nothing on turns they do not channel spells.

POWER ATTACKS

Bonejacks make excellent slammers. Capable of striking from long distances, they can often knock down enemy 'jacks or beasts with a boosted attack roll. This tactic appears commonly in Mangled Metal battles but often gets overlooked in larger games. Head-butts work equally well if you need to ensure your target goes down in range of something else. You need the Cortex and Movement systems but little else.

MOBILE GUN PLATFORM

This role usually falls to the Nightwretch, but the Defiler can fill it too. These bonejacks hang out on the fringes of the battle and shoot at clumps of enemy troops or solos. Nightwretches make particularly excellent hunters for fragile solos since even boosted blast damage can prove fatal. You need the Head system at least for this job, and having Cortex and/or Movement is a bonus.

WALKING SHIELD

Bonejacks' medium bases make them pretty good at blocking LOS to other models, providing screening, or denying charges and tramples. This works well for a bonejack that has lost multiple systems because you really only need Movement. A functional Cortex helps if you need to run, but it's not critical.

PAINTING BONEJACKS

Bonejacks of Dragon's Roost

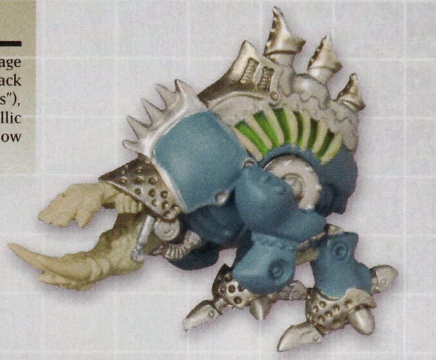
By ***Todd Arrington***

Base Coat

Give a base of Trollblood Base for the main aqua blue sections. The furnace rib cage and other bone gets a base of 'Jack Bone. To begin the bronze hue on the smoke stack caps, node shield, and vented metals (henceforth called the "bronze hue sections"), mix a base coat of 1/2 Blighted Gold and 1/2 Radiant Platinum. Give the other metallic sections, like the feet and pistons, a basecoat of Radiant Platinum. The furnace glow gets a basecoat of Necrotite Green.

Base Coat Colors:

Aqua Blue Sections — Trollblood Base · **Bone Sections** — 'Jack Bone
Bronze Hue Sections — Blighted Gold, Radiant Platinum
Metallic Sections — Radiant Platinum · **Furnace Glow** — Necrotite Green

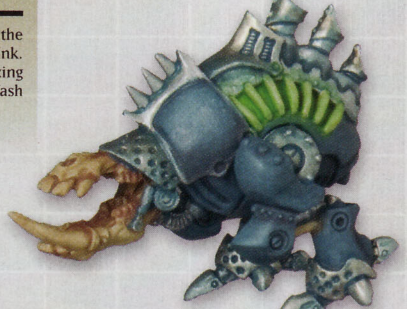


Shading

Wash the aqua blue sections with a mix of Coal Black and Mixing Medium. Wash the bone sections with a mix of Guncorps Brown, Mixing Medium, and a drop of Brown Ink. For the furnace rib cage, create a green glaze of Necrotite Green, Green Ink, and Mixing Medium. The bronze hue and platinum metal sections receive a 2:1 wash of Armor Wash and Meredius Blue.

Shading Colors:

Aqua Blue Sections — Coal Black, Mixing Medium
Bone Sections — Brown Ink, Gun Corps Brown, Mixing Medium
Furnace Rib Cage — Green Ink, Necrotite Green, Mixing Medium
Bronze Hue & Metallic Sections — Armor Wash, Meredius Blue

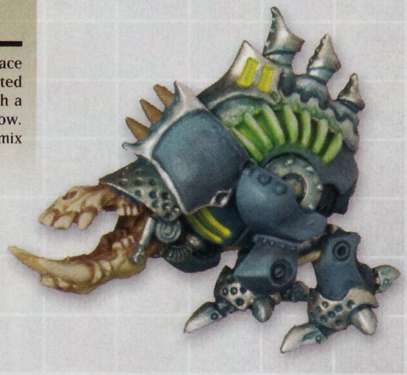


Highlighting

Highlight the aqua blue sections with Trollblood Base and the bone sections and furnace rib cage with 'Jack Bone. Highlight the bronze hue sections with a mix of 1/2 Blighted Gold and 1/2 Cold Steel on the flat areas. Highlight the platinum metal sections with a mix of Radiant Platinum and Cold Steel. Highlight the furnace glow with Cygnus Yellow. To give that "necro glow" to the arc node and the lower vents, highlight with a 2:1 mix of Cygnus Yellow and water.

Highlighting Colors:

Aqua Blue — Trollblood Base · **Bone and Furnace Rib Cage Sections** —'Jack Bone
Bone Sections — Trollblood Base · **Bronze Hue Sections** — Blighted Gold, Cold Steel
Metal Sections — Cold Steel, Radiant Platinum
Furnace Glow, Arc Node & Lower Vents — Cygnus Yellow

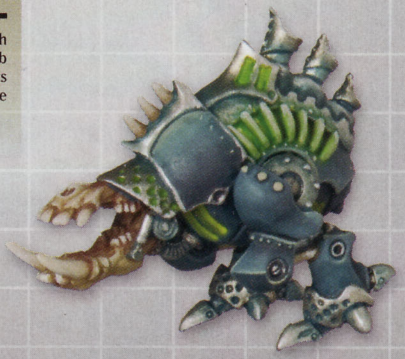


Detailing

Finish the aqua blue sections with Thrall Flesh. Finish the main bone section with Menoth White Highlight, emphasizing the teeth. Finish the top portion of the furnace rib cage with Menoth White Highlight as well. Glaze the "necro glow" area and lower vents with a mix of Green Ink, Mixing Medium, and Necrotite Green. Detail the bronze hue sections, platinum armor edges, and rivets with Quick Silver.

Details Colors:

Aqua Blue Sections — Thrall Flesh · **Bone Sections** — Menoth White Highlight
Necro Glow & Lower Vents — Green Ink, Mixing Medium, Necrotite Green
Bronze Hue & Metallic Sections — Quick Silver



What You'll Need:

- Armor Wash
- Blighted Gold
- Brown Ink
- Coal Black
- Cold Steel
- Cygnus Yellow
- Green Ink
- Gun Corps Brown
- 'Jack Bone
- Menoth White Highlight
- Meredius Blue
- Mixing Medium
- Necrotite Green
- Quick Silver
- Radiant Platinum
- Thrall Flesh
- Trollblood Base

STATE OF THE WAR

CALL TO ARMS 2008

By **Dan Brandt, Privateer Press Quartermaster**

With the fourth and final Tour starting in only about two weeks, we thought we would look back and really see what a wild ride Tour of Duty 2008 has been!

Occupied Llael started players in familiar territory in many ways. With the fall of Llael and it's subsequent occupation well documented in each book from *Escalation* on and in No Quarter Magazine, it made a lot of sense to start our journey there.

To capture the feel of a long, drawn out conflict we made sure that players had to deal with illness, supply train disruptions, and choking smoke from the devastation, to name just a few of the hardships. The maps mirrored the same conditions by staging conflicts in ruined towns, cratered and trench-filled killing fields, and even trampling the wheat in the farmland surrounding the cities.

From there, we shifted the focus southeast and beyond the borders of the civilized nations. In the arid wasteland of the Bloodstone Marches, players suffered through dust storms and a landscape so harsh that the ground itself could rise up and cause casualties without warning. Soldiers relied on a few letters from home and additional support from their leadership to get them through. The battlefields themselves were just as harsh and barren—marshes bogged down even the most surefooted combatants, towering plateaus created roadblocks without offering a high ground to combat the advantage offered by strategically placed watchtowers, and abundant scrub brush offered little in the way of cover.

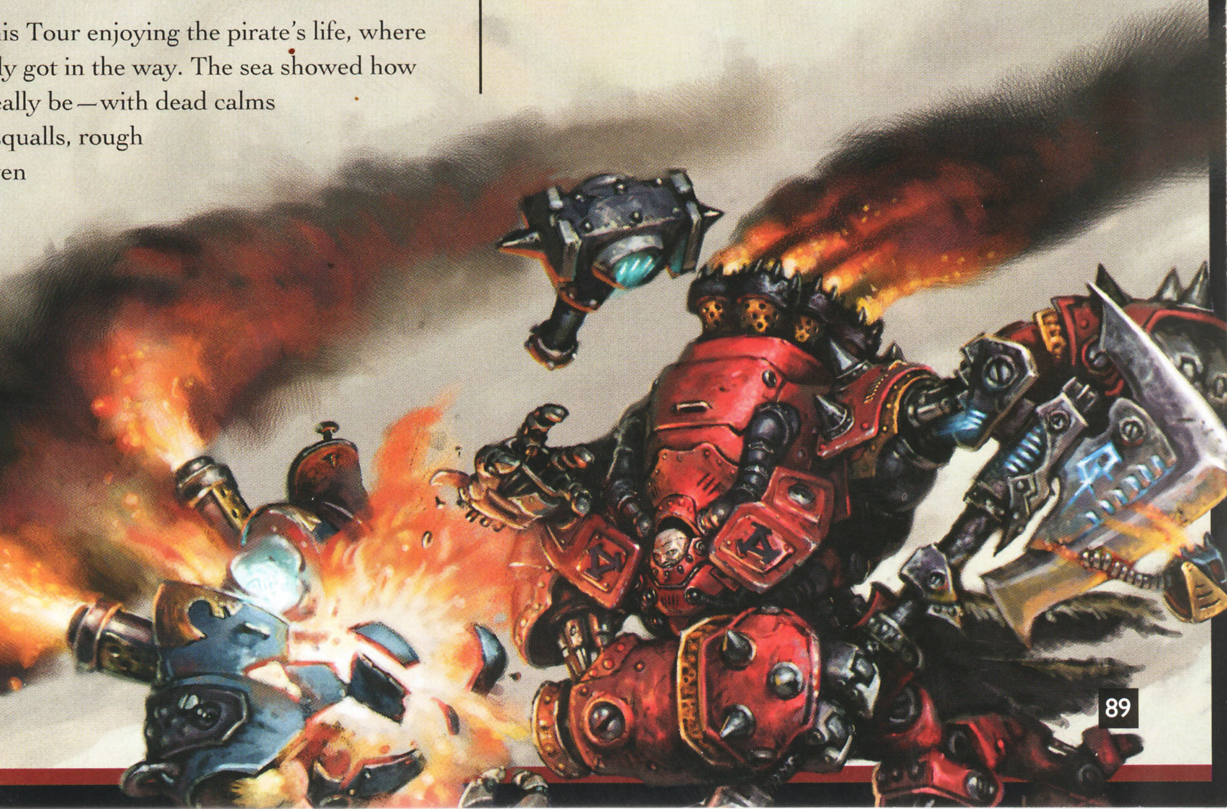
Without any reprieve whatsoever, we snatched players from the desert and thrust them into a conflict on the far southern shorelines of the Broken Coast for the next Tour.

Players spent this Tour enjoying the pirate's life, where land lubbers only got in the way. The sea showed how fickle she can really be—with dead calms punctuated by squalls, rough weather, and even red tides—and the living were harried by the curses still laying upon certain infamous islands. Even the undead couldn't catch a break when the sharks came to get a nibble! Battlefields shrank to exclude anything beyond the bow of ships. When players finally did have access to land, they had to deal with barrier walls, rivers, piers, and beaches where even the craters could fill with furnace-quenching water. I truly believe that, more than anything else we have done before, Tour 3: the Broken Coast Raids pushed the boundaries of what had been seen before on miniature wargaming battlefields.

We actually intended Tour 4: Caspia-Sul Incursions as the third tour when we originally planned the 2008 league. The idea at the time was that players would be able to trace their way along the map offered in NQ 19 from Llael east past the Glimmerwood to the Marches, then down the Black River to the area between Caspia and Sul, and then right out into the Gulf of Cygnar to the Broken Coast.

All of that went right out the window when Matt Wilson sent word via Doug Seacat of what the *Legends* storyline contained. Once we heard what that book had in store, we did a last minute swap so that we could incorporate the *Legends* events into the final Tour of the year. This synced up current storyline with the games players will be playing in a way that has never been seen before.

Tour 4 will ideally take pace right after the *Legends*: Legacies event (starting the weekend of September 5th, but retailers may run the event at any time after that date—see p. 90) and bring players into the middle of one of the most bitterly contested and destructive battlefields of the entire war. Lace up, and brace for gritty urban warfare and all that goes with it. Are you ready?



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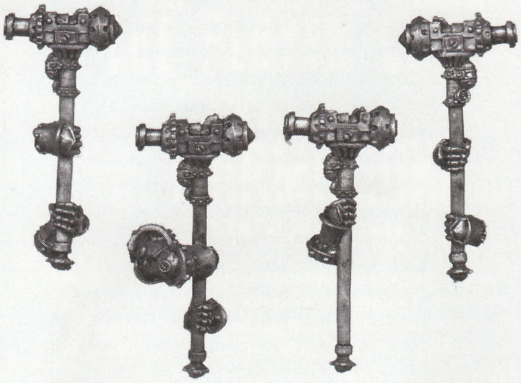
PARTS BIN

JUST A FEW PARTS IN OUR MASSIVE ONLINE CATALOG

Stannis Brocker
Torso

Epic Madrak Ironhide
Right Leg

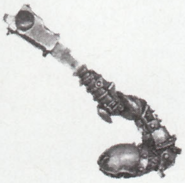
Stannis Brocker
Thrasher


Horgenhold Forge Guard
Mechanikal Warhammers

Steelhead Heavy Cavalry
Horse Heads

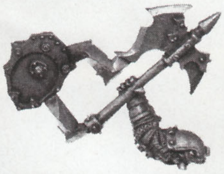
Steelhead Heavy Cavalry
Cavalry Axe

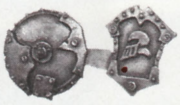
Steelhead Heavy Cavalry
Holster


Steelhead Heavy Cavalry
Arm & Blunderbuss

Kaya the Moonhunter
Glimmer

Orin Midwinter
Hand Sprue


Steelhead Heavy Cavalry
Shield & Axe


Steelhead Heavy Cavalry
Shields

Horgenhold Forge Guard
Backpack

Epic Lylyth
Arms

Lord Assassin Morghoul
Stand

Lord Assassin Morghoul
Fan of Shadow

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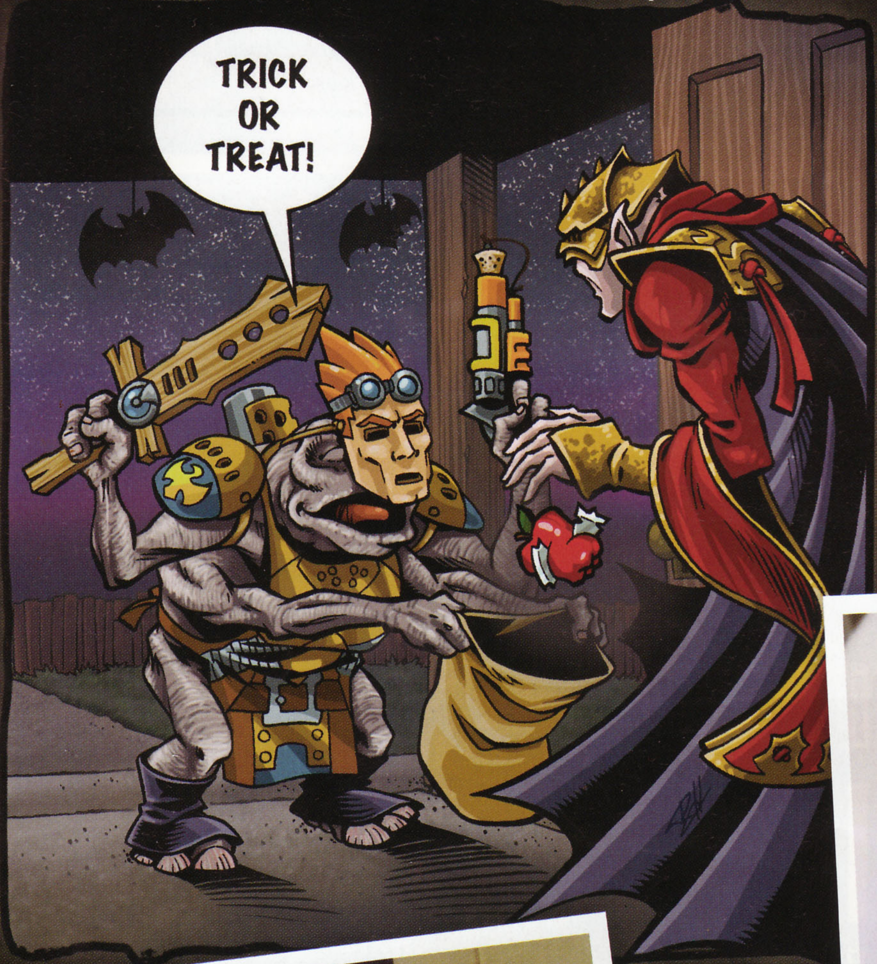
DRAWN AND QUARTERED

by **Rob Hawkins**

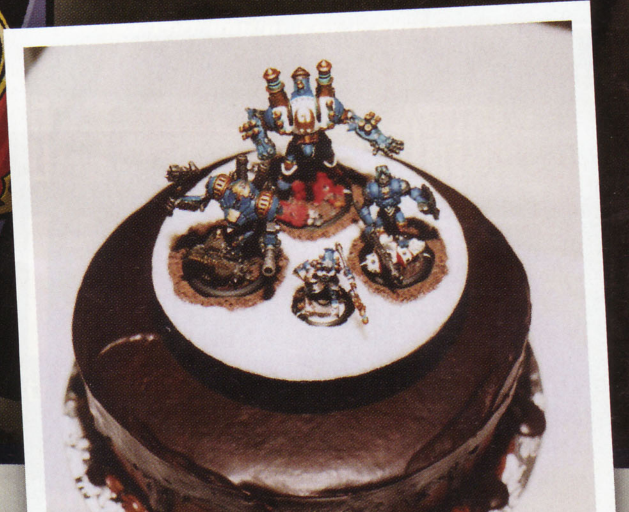

TRICK OR TREAT!

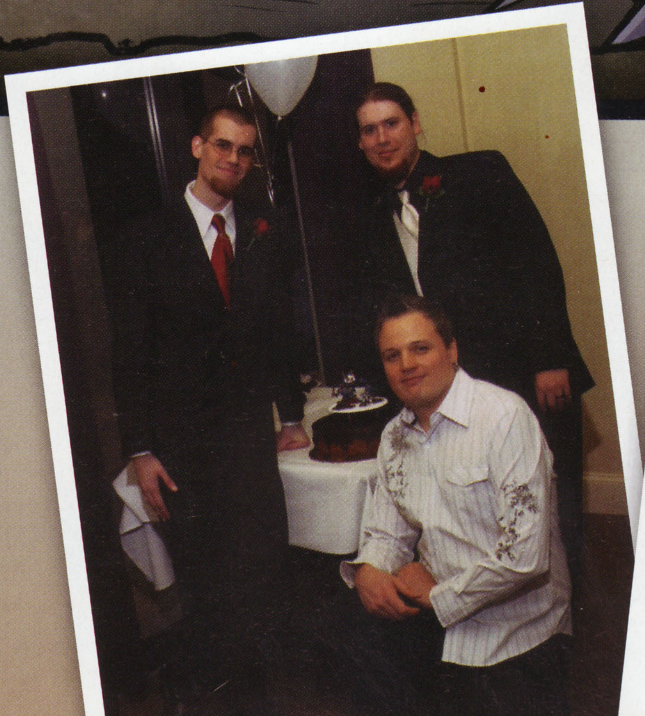
THE PLAYER GALLERY

Another WARMACHINE Wedding

Andrew Inzenga sent us these pictures of his wedding cake. His good friend and sometime Privateer Press contributor Ed Bourelle procured the minis. Jeff Long, brother to the bride, painted them up and arranged them on the wedding cake—a nice chocolate torte, with Cygnar sprinkles.

Congratulations!



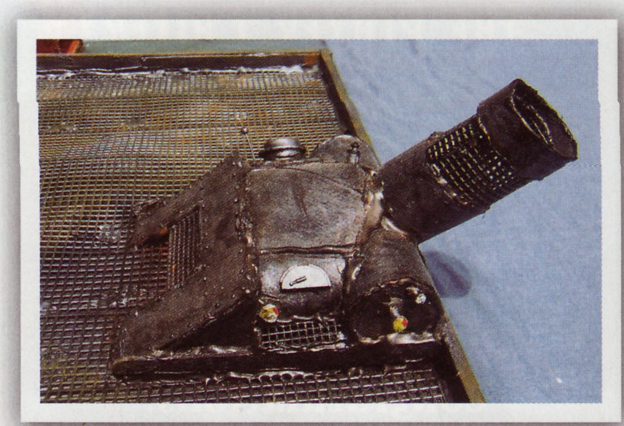


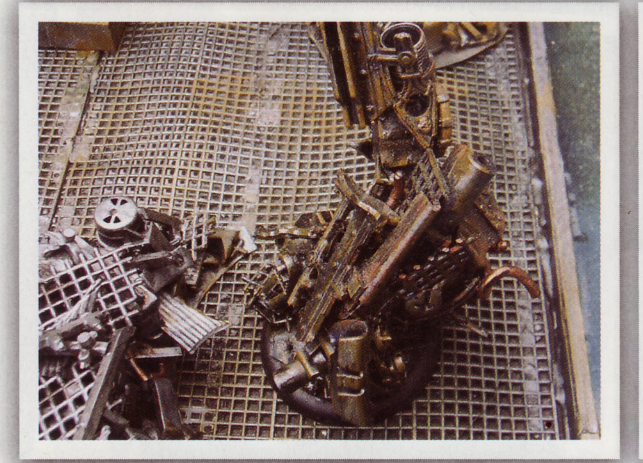
The Groom, Andrew Inzenga (right) stands with his new Brother-in-Law Jeff Long (left) and good friend Ed Bourelle (bottom).

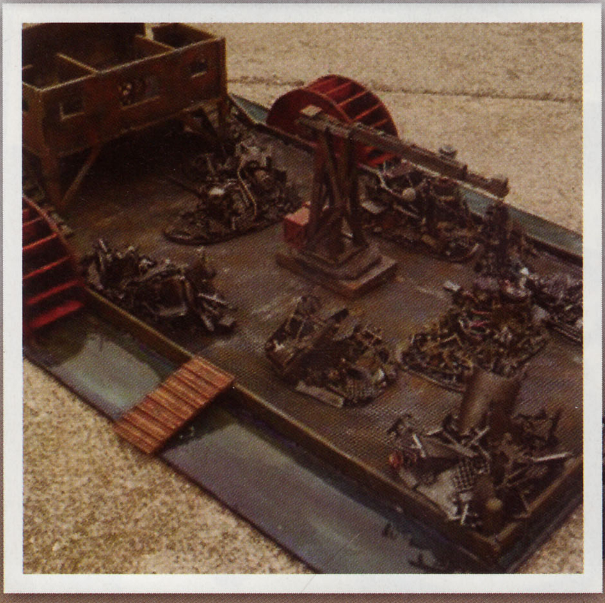
GOGGZ'S JUNK BARGE

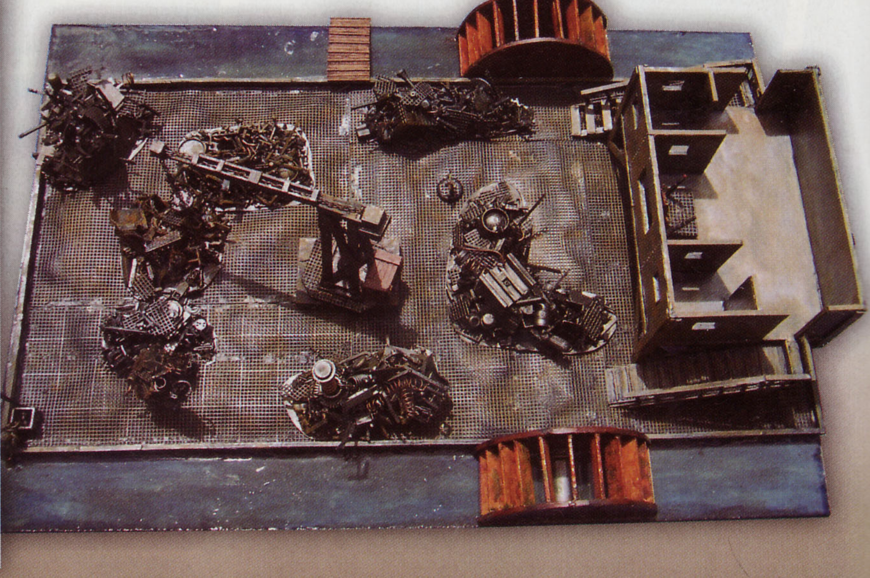
By **Kevin Debler**

Kevin Debler wowed us with this great bit of terrain by exactly recreating Goggz's Junk Barge, which appeared NQ 17's Pendrake Encounters [pp. 74-77]. The terrain comes complete with its own custom made Junker Hulk monster and even the pilot himself, Goggz the Gobber. Be careful fighting on the deck of that barge, chums. That's not garbage... ***it's profit!***



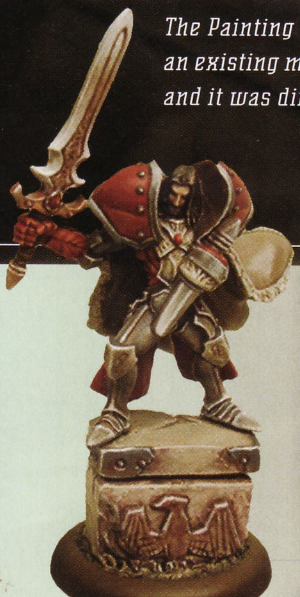






ALTERNATE SCULPT CHALLENGE

The Painting Challenge of No Quarter #18 was to simply take one of the many alternate sculpts for an existing model and paint it up as best as you could. The response was absolutely overwhelming and it was difficult to choose from the many excellent entries!



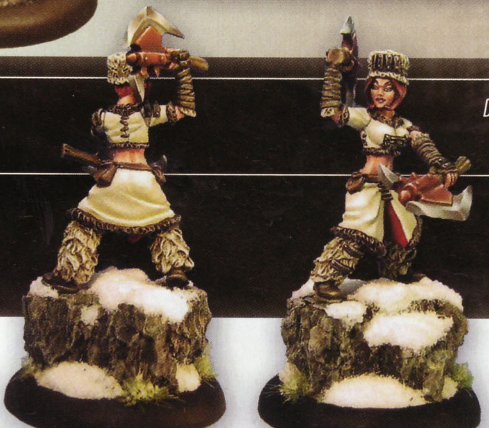
WINNER!

Andrey Tatarinov

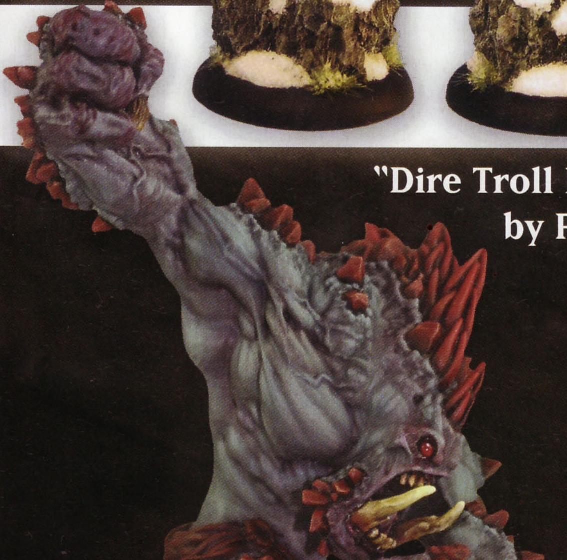
Andrey wins this issue's Painting Challenge with this subtle and nicely nuanced version of Vladimir, utilizing the Katrina Relief version of this model.

*Check out **page 37** for the next Painting Challenge and see if you can* ***PAINT LIKE YOU'VE GOT A PAIR!***

HONORABLE MENTIONS

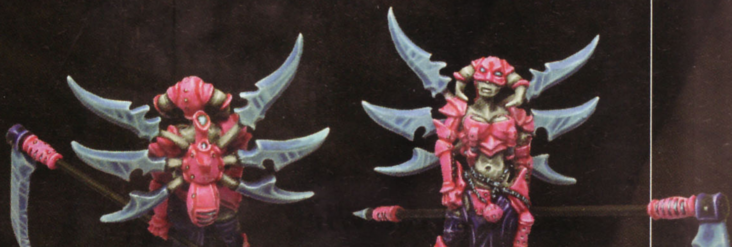


"Alternate Manhunter"
by Brenda Gosman



"Dire Troll Mauler Extreme"
by Phil Robb

"Alternate PINK Denegrah"
by Igor Kazmierski



THE POOP DECK™

IN THE NEXT
NO QUARTER
MAGAZINE

2008 Formula P3 Grandmaster
Painting Competition Results

2008 US NATIONALS

2008 US Nationals Champs
The King of the Hill has been declared

Death on the Wing
Seraphs in Guts and Gears

PLUS, the **2008 Hardcore Champs**, **Circle Orboros tactics**, make a **Krielstone Shrine**, and **Eyriss** in the **Gavyn Kyle Files**

The Bigger They Are...

Monsterpocalypse terrorizes store shelves this October! In a final sneak peek of the components that make up its mighty factions, here are a few of the monsters and units that you might find inside.

MONSTERPOCALYPSE
COLLECTIBLE MINIATURES GAME

You can run, but not hide, from Nightmare...

CALL TO ARMS™

THE **WAR** IS ALMOST OVER!

The 2008 Call to Arms League comes to its conclusion with the last Tour of the year—the Caspia-Sul Incursions. The Tour runs for five weeks, so there's never a bad time to fire up your 'jacks or goad your 'beasts and get to the front line to finish up the season and claim the prize!

CALL TO ARMS
2008 TOUR SCHEDULE

TOUR	START WEEK	END WEEK
OCCUPIED LLAEL	1/7/08	2/25/08
BLOODSTONE BORDERLANDS	3/17/08	5/5/08
BROKEN COAST RAIDS	5/26/08	7/14/08
CASPIA-SUL INCURSIONS	9/15/08	11/3/08

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